



STREET FIGHTER®

ALPHA

ANTHOLOGY

COVERS SONY PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

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STREET FIGHTER ALPHA ANTHOLOGY

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THE STREET FIGHTER ALPHA ANTHOLOGY



Fighting games have been around for over a decade now. Since the advent of Street Fighter®II players have packed arcades for fun, friendship, and fierce competition. Few genres have developed a following so loyal and so enduring, and few genres have the colorful social subculture that fighting games have developed. While a player who has been along for the ride since Street Fighter®II largely takes for granted the huge complexity of the genre, new players may find the volume of available information overwhelming. One of the most influential fighting game series, potentially second only to the original Street Fighter®II and its iterations, the seminal Street Fighter Alpha series introduced many new dynamic systems and styles of play that continue to be used today in new games. Our hope is that this guide can present this information in a useful fashion to new players, while potentially teaching old players a thing or two along the way.

Because of the inevitable determination of a winner and a loser in each round, fighting games are competitive by nature. While the Street Fighter Alpha series is now a decade old, its newest version, Street Fighter Alpha 3, still sees regular play in tournaments at national gatherings and competitions. The Street Fighter Alpha Anthology allows you, through a secret option, to select one of several versions of each game in the series to play. Usually the changes from one version to another are minor or aesthetic, but occasionally there is a significant change that affects gameplay and the usefulness of certain characters and strategies. In this guide we make recommendations about which versions of each of these games to play, and what speed setting to play it on. These are usually different from the default settings. If you're a competitive player already, this will give you the most accurate, arcade-like setting at home to practice with, and if you're a new player it will ensure that if you do decide to become competitive, you won't be unprepared.





Street Fighter Alpha

The first game in the Alpha series is normally played at the Turbo 2 speed setting. Damage is set on 2.

95/06/05ver

Includes re-dizzy combos and Sodom's unblockable HK bug.

95/06/27ver RECOMMENDED

Retains re-dizzies and Sodom's unblockable HK bug; minor aesthetic changes, such as the sound Dan makes when he throws his enemy. Because this version retains important Arcade features with minor aesthetic fixes, this is the version we recommend. This is not the default version and must be selected manually.

95/07/27ver

Guy's Kubikari has its stun damage reduced by nearly half, eliminating Guy's deadly re-dizzy combos. Sodom's unblockable HK removed. Minor aesthetic changes.



Street Fighter Alpha 2

The second game in the Alpha series is usually played with the speed set on 5 stars and Turbo on. Damage is set on 2.

96/03/06ver RECOMMENDED

This is very close to the original Arcade release. Minor things are changed—for example, Evil Ryu cannot Blowout his opponent with Custom Combo activation from any range. However, for the most part this is a very accurate version of Alpha 2. This is not the default version and needs to be selected manually.

96/04/30ver

Minor aesthetic changes, but some are puzzling—for example, during a Soul Illusion Super Combo Rose loses many of her normal attacks while jumping.



Selecting the Version

By default when you start a particular game in the Alpha series it is set to the most recent version released. In the case of Street Fighter Alpha 3 this is fine, but in the cases of Alpha and Alpha 2 you will want to change this to better emulate the original Arcade version.

Secret Options

How to Select—Go to the Options menu in any game, then hold the R2 Button when selecting Game Options.

The top of the screen should show a few dates with the word "ver" next to them. These represent the versions of the game available for play. The following is a small listing of the versions available, along with our recommendations.

Street Fighter Alpha 3

Street Fighter Alpha 3 is still regularly featured in national competitions. It is played with the speed set on 2 stars, with Turbo on, and Damage set on 2. As mentioned, we recommend the default version of Alpha 3 as your game of choice, so no change is necessary here.

98/06/29ver

Much like the default version, but with a number of interesting glitches present. Most of these glitches are cosmetic.

98/07/27ver RECOMMENDED

More minor big fixes implemented. This is the default setting, and the one we recommend.



SECRETS

Hidden Play Modes

Street Fighter Alpha 3 Arranged

How to Unlock—Beat the game with any character in Street Fighter Alpha 3.

How to Select—Hold the Select Button when selecting Street Fighter Alpha 3 at the game select screen.

Labeled as "Street Fighter Alpha 3 Upper," this version of the game is based on an upgrade that was released in arcades and some consoles. It includes extra characters not found in the normal version of Alpha 3, such as Fei-long, T. Hawk, Dee Jay, Guile, and Evil Ryu.



Hyper Street Fighter Alpha

How to Unlock—Beat every game present in Street Fighter Alpha Anthology collection, including Street Fight Alpha 3 Arranged.

How to Select—Hold the Select Button when selecting Street Fighter Alpha at the game select screen.

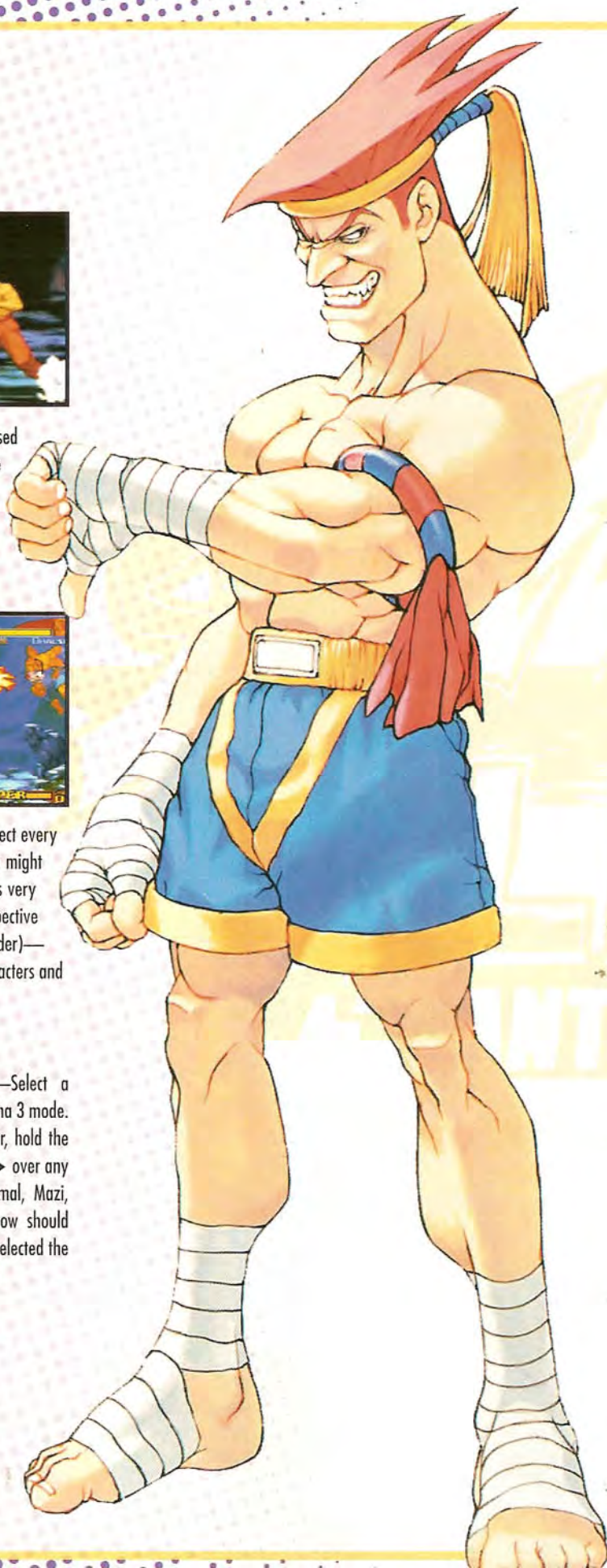


Hyper Street Fighter Alpha is an original play mode that allows you to select every character of the Alpha series in any possible iteration. For example, you might select Alpha 1 Guy while your opponent selects Alpha 3 V-Akuma! In this very impressive mode addition, characters retain all the properties of their respective game (and adhere to the mechanics of the game that they are selected under)—refer to the Specifics section for each game to learn more about how characters and mechanics differ depending on the game.

New ISM Choices



How to Select—Select a character, and then select Alpha 3 mode. When the play modes appear, hold the start button and press ← or → over any of the modes of play (Normal, Mazi, Saikyo, or Classic). The arrow should disappear, indicating you've selected the second version of that mode.





Normal Mode S-ISM 1 (Green)

Characters selected in this mode gain access to Chain Combos and Advancing Guard (→ + LP + MP + HP when blocking an attack, sometimes called Pushblocking). This is supposed to mimic the play style present in Capcom's Darkstalker series.



Mazi Mode S-ISM 2 (Blue)



This mode gives your character access to Parries (tap → against high attacks or ↓ against low attacks just before an attack hits) and Super Cancels (canceling special moves into Super Combos), making it reminiscent of Street Fighter 3.

Saikyo Mode S-ISM 3 (Pink)

This mode mimics classic Street Fighter 2, removing the ability to do Super Combos in exchange for a massive damage increase and CPS1 Chain Combos.



Classic Mode S-ISM 4 (Red)



Characters gain alternate versions of Special Attacks or Super Combos found in other games. In some cases, characters like Ken gain access to the outrageous attacks they had available in the Capcom vs SNK games!

Hidden Options Color Edit

How to Select—Go to the Options menu in any game, then hold the R1 Button when selecting Display Options.

This is an original mode that enables you to edit the palette of any character present in any of the games available.



Extra Options

How to Select—Go to the Options menu in any game, then hold the R1 Button when selecting Game Options.

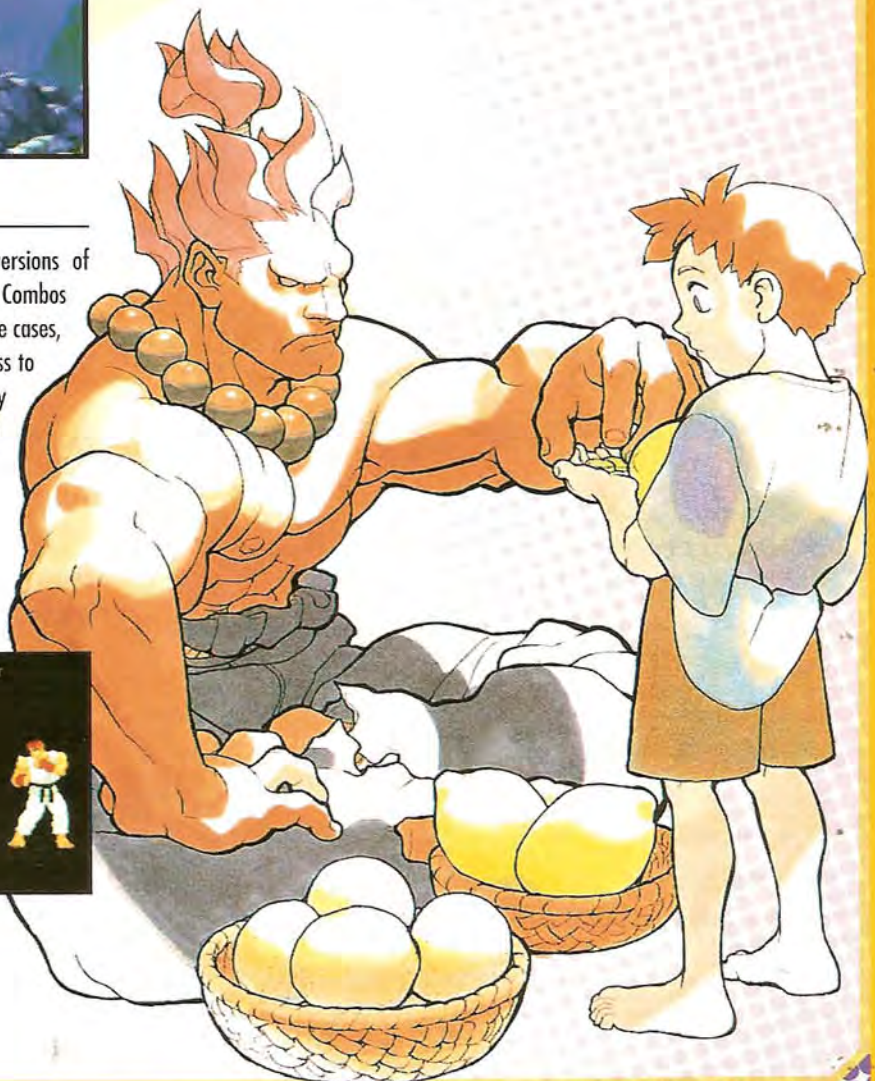
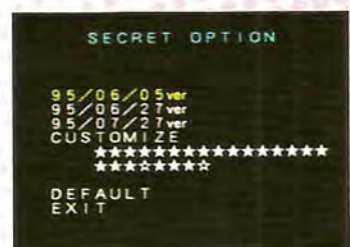
Edits various gameplay attributes for that specific game, like vitality and Super Meter amounts or whether or not you can block.



Secret Options

How to Select—Go to the Options menu in any game, then hold the R2 Button when selecting Game Options.

Edit various things within the game, like Super Combo shadow colors, character voices, properties on certain actions, or bugs that were removed in previous versions of the game. It's possible to directly select the previous versions of the game by selecting one of the dates listed just above the customization bar.



STREET FIGHTER ALPHA GLOSSARY

⇒—symbol indicates a **cancel**. Used to illustrate **combos** and pressure sequences.

Advantage—the opportunity to act first. Usually occurs when a quick attack is used that lets the attacker **recover** before the defender leaves **Blockstun**.

Alpha Counter—an attack which allows a defender to **cancel Blockstun** prematurely at the cost of **Super Meter**.

Anti-air—any attack or action used to **counter** a **jump-in**.

Backward—action/movement/directional input away from your opponent.

Block—accomplished by holding back/down-back. Guards against incoming attacks, reducing damage taken to none or very little. **Throws** and certain attacks are **unblockable**.

Block Damage—minor damage sustained when **blocking special moves** and **Super Combos**. Often called **Chip Damage**.

Blockstun—a state in which a character is stuck in a **blocking** animation. During this state a character can do nothing except **Alpha Counter** or continue **blocking**, and during this state a character cannot be **thrown**.

Buffering—using the commands or motion for one action to setup another action. Used often in **cancels** and **combos**.

Cancel—interrupting any action prematurely with another action. Used most often in **combos**.

Chain Combo—system that allows **normal moves** to be **canceled** into other **normal moves**. The central game mechanic in Street Fighter Alpha; also useful to Guy and Gen in Alpha 2 and 3, and to characters selected in X-ISM in Alpha 3.

Chip Damage—synonymous with **Block Damage**. Usually just called **Chip**.

Combo—a combination of attacks that take advantage of **Hitstun**, so the sequence of attacks is unavoidable.

Command Grab/Throw—**Throw** that requires a motion to accomplish, like a **special move**. **Command Throws** usually have extra range and do more damage than normal **throws**.

Command Normal—**normal attack** accomplished with a direction press, like Ryu's ⇒ + MP overhead.

Counterhit—hitting an opponent while they are in the middle of performing a move. In Alpha 3 **Counterhits** produce extra benefits beyond just dealing damage.

Cross-up—a **jump-in** attack that can hit on either side, usually used directly on top of an opponent, so it is very hard to tell which way to block.

Crouch Cancel—advanced Alpha 3 technique that allows characters to avoid a **neutral state** when landing from a **jump**. This often allows for very long **juggles** and **infinities**.

Custom Combo—special state that grants a character greatly enhanced abilities. Characters cannot block, jump, or move backward during a Custom Combo. Custom Combos require **Super Meter** to activate.

Deep—a **jump-in** attack performed as late as possible.

Dizzy—state in which a character is completely incapacitated briefly, unable to attack or defend themselves. Sometimes called **stun**.

Foot Games—a close-range **zoning** technique in which the goal is to score **knockdowns** or **Counterhit** an opponent's **whiffed pokes**.

Forward—Refers to directional input or movement toward the opponent.

Guard Crush—an Alpha 3 system in which continuously **blocked** attacks lead to a brief loss of control and completely vulnerability.

Guard Crush Meter—located under the life bar in Alpha 3, this shows proximity to being **Guard Crushed**.

Guessing Game—any situation where you cannot be sure what will happen, and are forced to guess. It is beneficial to set these situations up in your favor, and avoid falling victim to them.

Hitstun—state a character enters when they are hit with an attack and did not **block**. During **Hitstun** a character is completely vulnerable, and follow-up attacks that connect before **Hitstun** ends will **combo**.

Infinite—a never-ending **combo**. There are no naturally-occurring **infinities** in Alpha 1 or 2; **infinities** are possible in Alpha 3 with the use of **Crouch Canceling**.

Juggling—**comboing** an opponent while they are in aerial **Hitstun**.

Jump-in—an attack performed while jumping at an opponent. Useful for pressure, beginning **combos**, and **throw** setups.

Kara Cancel—**canceled** a move very quickly after activation, within a fraction of a second. Often this is done before a move even perceptibly animates. Properties of the move **canceled** can sometimes be transferred to the follow-up move, such as forward movement.

Kattobi Cancel—an Alpha 3 variant of **Kara Canceling** in which a **normal** is canceled into a **Variable Combo**. Produces useful results in specific situations.

Knockdown—being floored or flooring your opponent. Characters cannot be hit while floored/**knocked down** except in specific situations. These are called **OTGs** (Off the Ground).

Link—perpetuating a **combo** using moves that have completely recovered rather than **canceled** moves.

Magic Series—the combination of normal moves a character can use to **Chain Combo**.

Mashing—pressing button inputs rapidly. Sometimes useful to reduce damage taken from **throws** or certain **Super Combos**. In Alpha 3, **mashing** reduces damage taken (very slightly) in ANY situation.



Match Reset—situation in which neither character has **advantage**. Example: a grappler character like Zangief lands his **command grab** and is bounced very far away from his opponent. He has to work to get inside to deal more damage—the match is reset and his position advantage and momentum are lost.

Meaty—an attack performed so that it hits very late during its active period. Often allows for quicker move **recovery** and follow-ups/**combos** not normally possible.

Mind Games—forcing your opponent into unfavorable positions in order to get them to guess or make an error.

Mix-up—forcing your opponent to guess or mess up by presenting them with many threats at once, such as guessing between blocking low, blocking high, or **Teching a throw**.

Negative Edge—button presses in Street Fighter register on release as well as the initial press. **Negative Edge** refers to using the release to activate actions. Can be both a help and a hindrance for complicated actions.

Neutral State—refers to state in which a character is standing idle, ready to perform any action. Very important in Street Fighter Alpha 3.

Normal Attacks—attacks performed by simply hitting any attack button by itself. The foundation of Street Fighter.

OTG—Acronym for 'Off The Ground,' refers to specific situations in which you can hit an opponent after a **knockdown**.

Overhead—a grounded attack that must be blocked high.

Poke—a relatively safe or high-priority **normal attack** or **special move** used during **foot games**.

Priority—the likelihood that one attack will beat another.

Projectile—a **special move** that projects away from a character's body, creating a ranged threat (such as a Hadou Ken or Sonic Boom).

Recovery—the period during which a move is still animating, but is no longer active. Characters are usually vulnerable during this period.

Reset—intentionally ending a **combo** in a confusing manner, so that another **combo** can be started up quickly.

Reversal—performing a move at the first possible moment following the end of **Blockstun/Hitstun/knockdown** states. Also used as a generic term describing any situation in which you counter (or reverse) an opponent's intentions.

Special Moves—attacks activated with a controller motion prior to the button press. Usually have strength/**priority** over **normal attacks**, at the cost of increased **startup/recovery** time.

Startup—the length of time a move takes to become active and capable of connecting.

Stun—synonymous with **dizzy**.

Super Combos—very powerful moves that require **Super Meter** to perform. Usually accomplished through doubled **special move** motions.

Super Meter—located at the bottom of the screen, this gauges your ability to perform **Super Combos**, **Custom Combos**, **Variable Combos**, and **Alpha Counters**. This increases slowly by performing any attack actions besides whiffed LP/LK.

Taunt—activated by pressing Select, this is a humorous action designed to rile your opponent. Can be performed once per round (save for Dan, who has infinite **Taunts**).

Tech—generic term referring to any escape action, such as Tech Throws, aerial Techs (Aerial Recovery), and Tech Rolls (Defensive Rolls).

Tick—quick attack used to setup a **throw** or hold the opponent in place.

Tripguard—normally when characters attack in midair they are briefly vulnerable when they land. If you do not attack in midair you retain what is called **tripguard**—the ability to **block** instantly upon landing.

Unblockable—attacks which cannot be guarded against. **Throws** are **unblockable**, as are certain moves such as Akuma's Shun Goku Satsu.

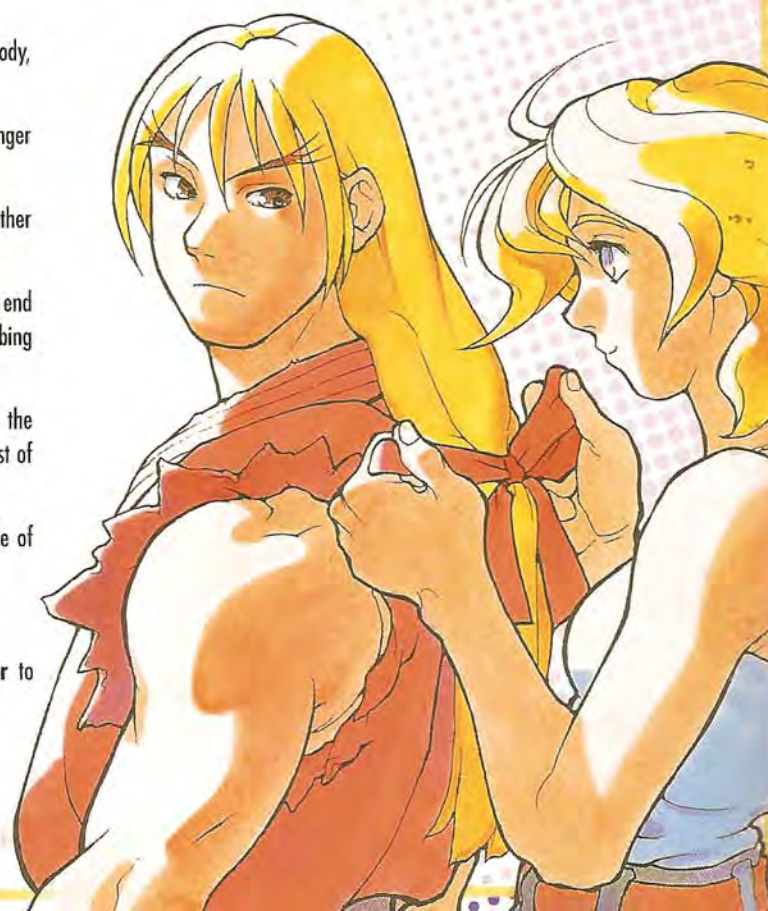
Variable Combo—Alpha 3's more complicated variation of **Custom Combos**. Requires **Super Meter** to perform.

Verification—the ability to confirm whether or not to perform follow-up attacks following initial attacks. Usually dependent on the speed of the attacks and the reactions of the player.

Wakeup—actions performed during the end of a **knockdown** situation.

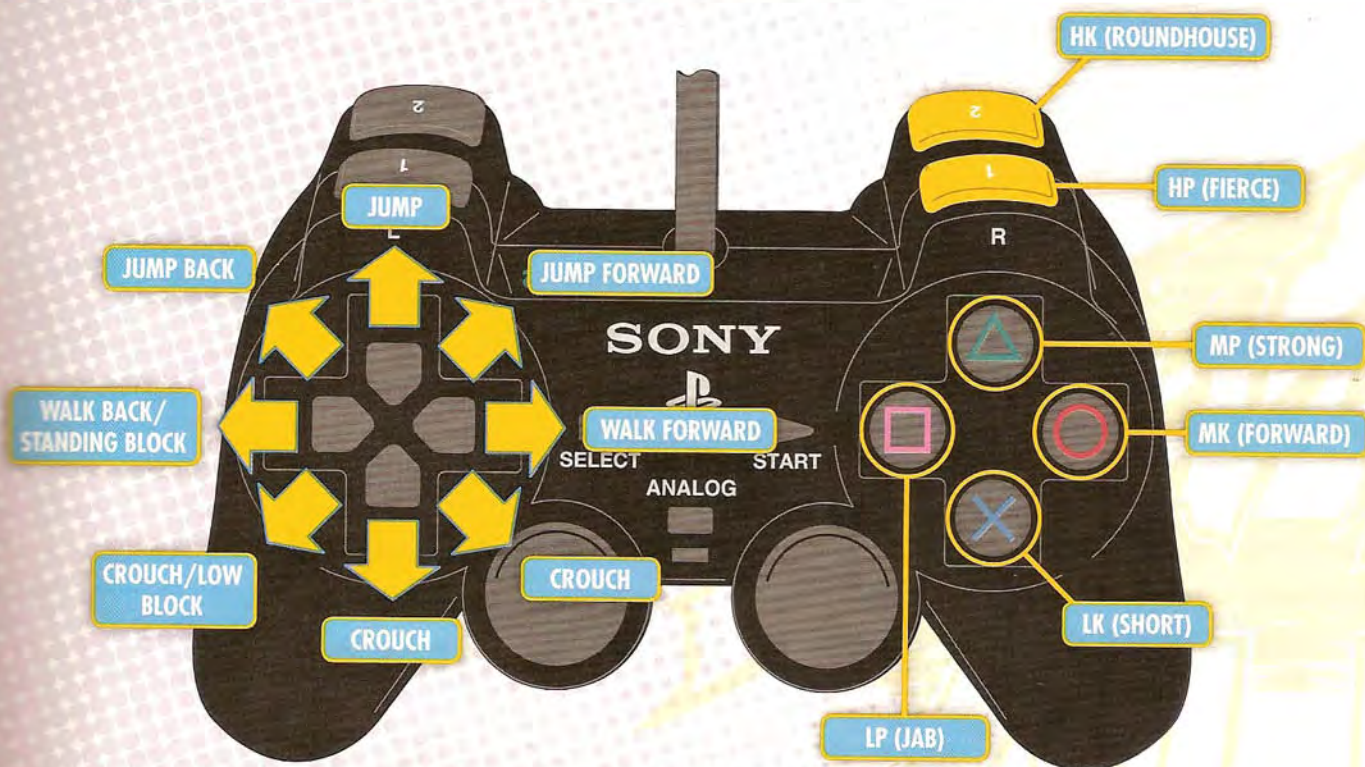
Whiff—missed attacks, whether intentional or not.

Zoning—keeping your opponent at a preferred distance, advantageous to your character and playstyle.



STREET FIGHTER ALPHA SERIES ESSENTIALS

Controls and Basics



For purposes of this guide, ALL instructions assume the player is on the Player 1 side facing right. When on the Player 2 side, facing left, reverse all commands.



The display in the Street Fighter Alpha series contains a lot of information—at the top of the screen each character's lifebar can be seen, along with the amount of round victories won and the clock for the current round. At the bottom of the screen you can see the Super Meter for your character. If your character's lifebar is emptied, or if the clock runs all the way down and your character has a lesser amount of life remaining, you lose the current round.



Normal Attacks

Normal attacks are the foundation of any game plan in the Street Fighter Alpha games. Normal attacks are performed simply by hitting any one of the six buttons, and have different variations depending on what state a character is in when they are performed. Every normal attack has a crouching, standing, and jumping variant. Some normal attacks also have a version that can only be performed when very close to an opponent, and some jumping normal attacks differ depending on whether the jump is straight up rather than forward or backward.



In a typical game, normal attacks have many applications. Many (but not all) normal moves can be canceled, or interrupted, into special moves or Super Combos (some moves can also be canceled into Super Combos, but not special moves). As a result, nearly all combos begin with at least a normal attack before heavier techniques are employed. Normal attacks can also be used to build meter or to give the impression that you are doing something else. They can be used to control space up close, keeping your opponent out. They are also used as the building blocks of a foot game, in an attempt to control space and score knockdowns.

Normal attacks and blocking are the two most neglected gameplay elements by beginning and novice players, but they are very important—everything else builds on these two systems. It may be tempting to move quickly on to playing with Super Combos and other “flashier” game systems, but don’t do it right away—often a command as simple as $\downarrow + \text{HP}$ can accomplish the same thing as $\downarrow \rightarrow \downarrow \rightarrow \downarrow + \text{HP}$, with far less chance of an error in execution in a pressure situation.



Official Name of Normal Attack	Usually Referred to as:
Jab	LP, Light Punch
Strong	MP, Medium Punch
Fierce	HP, Heavy Punch
Short	LK, Light Kick
Forward	MK, Medium Kick
Roundhouse	HK, Heavy Kick

Every normal attack, and indeed every action in the Street Fighter Alpha series, has a startup, active, and recovery period. During startup, a move is beginning its animation but is not yet “active,” meaning it cannot yet make contact with the opponent. Once active, the move can contact the opponent, or do whatever else it is intended to do. During recovery you can do nothing except wait for the move to completely animate and finish—you might be vulnerable during this period. As a general rule, the lighter the attack, the more quickly it becomes active and the less of a recovery period it has. Heavier attacks are the opposite—they tend to have longer startup periods and longer recovery afterward, but in exchange they tend to do more damage, have more priority over other moves, and keep your opponent reeling longer if they connect.

Advantage/Disadvantage

As stated, every action in Street Fighter has startup, active, and recovery periods. The length of the recovery period affects whether a character has what is called advantage afterwards, or not. Every interaction in Street Fighter in which one character attacks and the other blocks leads to one or the other character having “advantage,” or the ability to act first upon completion. Realizing this and capitalizing on advantage to minimize your own disadvantage is very important. For example, most sweep moves, such as Ken’s crouching HK, leave the attacking character at a disadvantage if blocked. The blocking character’s Blockstun ends before the sweep is done animating—if the character that blocked the sweep acts quickly they can often score attacks for free.



Conversely, Ken’s crouching LK leaves him at an advantage. In other words, Ken recovers from the attack before his opponent leaves Block or Hitstun. This enables a Ken player to perform an action well before his opponent can, essentially giving him an opportunity to beat his enemy to the punch. Because of this, properly using windows of advantage are the key to staging a proper close-range offense.



A Word about Blocking

Blocking is one of the most overlooked and underappreciated systems in Street Fighter. It's not flashy, it's not glamorous, but it is ultimately just as important as any other game feature. Novice players often underrate the importance of understanding blocking, and blocking well.

Blocking on the Ground

Blocking on the ground is accomplished by holding ← for high attacks and ↘ for low attacks. Jump-in attacks, standing attacks, and overhead attacks are considered high, and most crouching attacks are considered low (though not all). As a general rule of thumb, block high versus all jump-ins, and block low versus all ground attacks, but keep an eye out for overhead attacks on the ground like Ryu's → + MP, Ken's → + MK, and Guy's → + MP.



Blocking in the Air

The Alpha series represents the advent of air blocking into Street Fighter, and this works slightly different than blocking options on the ground. You can only choose to block or attack on each jump—performing a non-blocking action during a jump removes the chance to block for the duration of that jump. In the air, simply hold ← to block. However, not everything can be blocked in mid-air. A jumping opponent's normal attacks can always be air blocked. A grounded opponent's normal attacks, however, CANNOT be air blocked. Special moves usually follow these rules, as well—grounded special moves cannot be airblocked, while special moves contacting off the ground can. There are exceptions to this—Zangief's Double Lariat (while grounded) cannot be airblocked, for example. Also, some special moves with anti-air applications, such as Ken's Shoryu Ken and Charlie's Somersault Shell, start on the ground but end in the air—if they are performed late against the jump, such that they contact the jumping character while these moves are starting and still grounded, they cannot be airblocked. Performed too early, such that the Shoryu Ken or Somersault Shell has left the ground by the time it makes contact, and these moves become air blockable. Super Combos, with very few exceptions, are not air blockable.



Type of move	Air blockable?
Jumping normal attack	Yes
Grounded normal attack	No
Special move off the ground	Yes
Grounded special move	No
Super Combo	No

Effects of Blocking

Successfully blocking, on the ground or in the air, does a number of things. Primarily, it completely negates the damage received from normal attacks, and reduces the amount of damage received from special move and Super Combos to a very small amount. Blocking also places the blocking character into a state called Blockstun. During Blockstun the blocking character cannot be thrown, and remains in this state until the attacking character stops their series of attacks. A blocking character can do nothing except switch from standing block to crouching block or vice-versa (this allows blocking a jump-in, then immediately switching to crouching block to intercept the low attack that follows many jump-in attempts). The only exception to this rule is Alpha Countering, which is explained later in this section. Blocking also pushes you back slightly from your opponent, in order to keep you from getting trapped indefinitely.

Chip Damage

As mentioned earlier, while blocking negates all damage from normal attacks, special moves and Super Combos still do a very small amount of damage when blocked. This damage is called Chip. While it is typically very small, it can add up over the course of a match, and rounds can be won or lost on Chip Damage. Some will cry foul losing to Chip Damage, but remember—a win is a win, no matter how you achieve it. There are strategies both for avoiding Chip Damage and employing it to your advantage.



Blocking Delay

Something very important to understand about Street Fighter is that nothing is instant—there is a lag or start-up period to any action. This includes going from standing still to crouching, jumping, or blocking. The period of time it takes to transition from any of these states to another is roughly one-sixth of a second—however, there are occasionally moves and actions that are faster than that! With that said, understand that it is not always possible to block on reaction—much blocking, especially against advanced techniques, must be done on anticipation.

Proximity Blocking

The Alpha series uses a system called Proximity Blocking, in which your character will only enter the blocking animation when you hold ← or ↘ if there is a threat within a couple steps of your character. Your opponent whiffing attacks from fullscreen will not cause you to enter a blocking animation if you hold ← or ↘—however, if you are much closer you will enter a blocking animation whether their moves actually contact you or not. The main reason this is important is because of the example cited—if your opponent is backing up and you want to hold them in place, whiff quick, Light attacks and they will get "stuck" in a blocking animation. At this point if they want to continue moving backward they have to jump. Additionally, if you get them to start blocking high and notice that they don't jump or low block, you can hit them with a long-range low move (like a sweep) when you see they are still just holding ←.



Command Normals

Most characters, in addition to basic normal attacks, have command normals—normal attacks executed with a button press and a direction on the controller. These moves often have special properties over normal attacks. Many, like Ryu's \rightarrow + MP, cannot be blocked low. Command normals are included in the movelists in this guide, and when a character has a particularly important command normal it will be highlighted in that character's section.



Special Moves

Special moves are the next tier of attacks. These are executed with a motion on the controller and at least one button press. A few, like Zangief's Lariats or Balrog's Turn Punch, are accomplished by holding or hitting multiple buttons rather than performing a motion and hitting a button.

$\downarrow \rightarrow \rightarrow$ + HP

A command now recognized by multiple generations of videogame players, the motion for a fierce Hado Ken. As illustrated, this is performed by moving the controller to the down position, then rolling it past the down-forward point, arriving at the forward point, and hitting HP. All of this must be performed in one fluid motion. Unless otherwise stated, moves are always performed with fluid motions, never with tapping motions.



There is a type of shorthand many players use to describe special move motions that show up very often.

Actual Motion	Commonly Referred to as
$\downarrow \rightarrow \rightarrow$	quarter circle forward, QCF, fireball motion
$\downarrow \leftarrow \leftarrow$	quarter circle back, QCB, hurricane kick motion
$\rightarrow \downarrow \rightarrow$	dragon punch motion
$\leftarrow \downarrow \leftarrow$	reverse dragon punch motion
$\leftarrow \downarrow \rightarrow \rightarrow$	half circle forward, HCF
$\rightarrow \downarrow \leftarrow \leftarrow$	half circle back, HCB
$\rightarrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow$	360, SPD (Spinning Pile Driver)

Multi-Part Special Moves

Some characters have special moves that require motions to be repeated in a sequence. If you stop doing the motions in sequence, the character stops performing the move. Notable examples include Karin's Guren Ken ($\downarrow \rightarrow \rightarrow$ + P, then Punch or Kick with directional presses depending



on the action desired) and Rolento's Patriot Circle ($\downarrow \rightarrow \rightarrow$ + P, repeat two more times to complete the move).

Super Combos

Usually the flashiest and most damaging option in a character's movelist (Super Combos) require more complicated motions and burn Super Meter to use. For the most part, Super Combo motions simply involve double special move motions.

$\downarrow \rightarrow \rightarrow \downarrow \rightarrow \rightarrow$ + Any Punch

While Ryu's Hado Ken is performed with $\downarrow \rightarrow \rightarrow$ + Any Punch, a fully-powered Shinku Hado Ken is performed with the motion depicted above. It is simply two Hado Ken motions and the required button(s). Games in the Alpha series differ in what buttons are required for different strength Super Combos.

Game	Level 1 Super	Level 2 Super	Level 3 Super
Alpha	Punch or Kick	Any two Punches or Kicks	All three Punches or Kicks
Alpha 2	Punch or Kick	Any two Punches or Kicks	All three Punches or Kicks
Alpha 2 Gold	Punch or Kick	Any two Punches or Kicks	All three Punches or Kicks
Alpha 3	LP/LK	MP/MK	HP/HK

As shown, prior to Alpha 3, if a Level 1 Super Combo is desired, the Super Combo motion must be performed then any Punch or Kick as appropriate must be hit. If a Level 2 Super Combo is desired, any two Punches or Kicks as appropriate must be hit. Level 3—all three Punches or Kicks. With Alpha 3 this was changed to the more intuitive and execution-friendly system in which the button strength itself chooses the level of Super Combo—Light attacks will always be Level 1 Super Combos, Medium attacks will always be Level 2 Super Combos, and Heavy attacks will burn the entire meter (provided, of course, that enough meter is available—performing a Super Combo motion and ending in a Heavy attack with only 1 meter will still only cause a Level 1 Super Combo).



So, in Alpha 1 and 2, Ryu's level 3 Shinku Hado Ken is performed with $\downarrow \rightarrow \rightarrow \downarrow \rightarrow \rightarrow$ + all three Punches—in Alpha 3 the motion becomes $\downarrow \rightarrow \rightarrow \downarrow \rightarrow \rightarrow$ + HP.

While Super Combos are often very damaging, flashy, and fun to land, they are not always the best use for your Super Meter. Keep in mind in Alpha 1 Super Meter is also used for Alpha Counters, and from Alpha 2 on it is also used to enable Custom and Variable Combos. See the Alpha 2 and Alpha 3 sections for more information on Custom and Variable Combos, which have their own benefits and are often far more damaging than any Super Combo.

Alpha Counters

Alpha Counters allow you to end your Blockstun prematurely by attacking, at the expense of a portion of your Super Meter. Since this interrupts Blockstun much earlier than normal, and changes it into an immediate attack (usually while your opponent still has a move fully extended), Alpha Counters are often essentially free damage. Alpha Counters are useful both offensively and defensively, and can have a large effect on the momentum of a match.



Feeling pressured? Alpha Counter your opponent off of you and turn the tide. Trying to stay on top of your opponent, but afraid your challenger will attempt to reverse you? Anticipate their attack, block it, and Alpha Counter them to make them feel even more controlled. Finally,

while blocking a special move or Super Combo reduces almost all of the damage taken, a round can still be lost on Chip—sometimes a timely Alpha Counter to cut their special move/Super Combo short and knock them off you is all that is needed to save the match. Please refer to the game-specific sections for each installment of the Alpha series for more details regarding Alpha Counters in each game.

Throws / Holds

All characters have techniques in which they grab their opponent and throw them across the screen or hold them and hit them over and over again. Throws in Alpha, Alpha 2, and Alpha 2 Gold are performed by holding ← or → and hitting MP, HP, MK, or HK. Most characters have one throw with Punches, and a different one that uses Kicks—often one is a move that tosses the opponent across the screen, and the other is a hold. In Alpha 3 throws are performed by holding a direction and hitting any two Punches or Kicks—again, most characters have both a Punch and a Kick throw. In Alpha 3, all characters also have an aerial throw or two, executed in the same way. In previous Alpha games some, but not all, characters have airtthrows too—the execution remains the same as grounded throws for these games.



The only requirement for a throw to be successful is that your opponent must not be in Blockstun or Hitstun (reeling from a successful attack). There is also a very brief period after rising from a knockdown “waking up”, or leaving Block/Hitstun where one cannot be thrown, but this window is extremely small (a fraction of a second).

Throw Stigma

Since the dawn of Street Fighter in the early 1990s, throws have been very important. In the Street Fighter 2 series throws are very easy to perform, have huge ranges, and do incredible damage—as much as 1/3 an entire life bar for a round. Because of this, throws retained a stigma in many arcades and for many players for a long time. Throwing was unfair, “cheap,” lacking in skill. To be fair, in the Street Fighter 2 series it is much harder to counter or reverse throws than it is to actually do them, but part of the fun of playing these games is overcoming obstacles and improving.

With the introduction of Tech Throwing in later versions of Street Fighter 2, and the greatly diminished damage and range of throws in general with the Alpha series and beyond, this stigma is no longer valid, if it ever was to begin with. Throws are as necessary and important as every other system in the game, and should be a part of everyone’s arsenal. Every character can do them—every character can counter them—every character can Tech Throw. Luckily, most players are savvy to throws at this point and this stigma is largely gone.

Why Throw?

Well, for one, if your opponent still has misgivings about throws, being thrown will frustrate and annoy them, and most people do not play well frustrated and annoyed. Throws also break the illusion that there is safety in blocking. Many players are very defensive and do not like to take risks—these players are referred to as “turtles.” Ultimately most of your damage will not come from throws usually—normal combos, Custom Combos, and Super Combos usually do far more damage than throws, and your best damage options are usually what you are hunting for. However, against a defensive opponent it can be very hard to find openings to land your strongest options. Throwing these players as often as possible gets them moving around more, and they may take more risks once they become wary of being thrown. The irony is that throws usually don’t do much damage in and of themselves (about the same as a HP or HK usually). The point of using throws is to get your opponent to look for them, so they are not worrying about the real threat you are trying to set up. Using throw tactics can open up opponents and force them to take more risks. Anytime you force your opposition to take a risk, or do something they don’t want to do, it is in your favor.



Throw Setups

The most common setup for throws is what is called a tick—usually a brief move, or series of moves, that you interrupt in order to throw. For example, most characters have a quick ↓ + LK that does not occupy the attack or the defender for too long, so it’s very common for players to “tick” with crouching LK, then walk forward a bit and throw. You do the move in order to hold an opponent in place and get them blocking, expecting a combo attempt, then walk forward and pause long enough for them to completely leave Blockstun to throw them.





A tick setup as old as Street Fighter itself is ticking with \downarrow + LK, then whiffing a standing LP (standing LP tends to whiff on most characters if they are crouching, which they should be, since you opened with \downarrow + LK), then using a throw.

Other setups involve jumping at the opponent with an aerial attack, pausing slightly upon landing (whether they blocked the attack or not), and throwing them.



If you are completely in control of a match, you can often walk up to an opponent from several steps away and throw with no setup at all!

Throw Reversals

The flipside of this is that you can be thrown as well. There are many ways to guard against this. The most obvious is Tech Throwing.

Tech Throws

Tech Throws are performed exactly the same as throwing in each respective game, and must be performed almost immediately after you are thrown. In Alpha 1 or 2, \leftarrow or \rightarrow + any medium or heavy attack will Tech Throw; in Alpha 3 this is accomplished by \leftarrow or \rightarrow + any two Punch or Kick Buttons. The window to tech a throw is very small, around one-sixth of a second, but if you know how to set throws up, then you know what to look for as well. If you see a tick throw setup being used on you, get ready to Tech Throw. Many players are very good at looking for throws and teching them, so they are almost never thrown.



Successfully Tech Throwing either negates all damage received from a throw, or reduces it to a very small amount, and leaves you on your feet rather than on the ground.

However, Tech Throws aren't the only way to reverse throw attempts in Street Fighter Alpha, with its Chain Combo system, your opponent's attempt to tick throw may backfire. If you see it coming you can stick out your own \downarrow + LK, after their tick attempt, to start a huge combo of your own. In Alpha 2 or 3, if they are not careful with tick attempts opponents might eat a huge Custom or Variable Combo for their trouble. In any Street Fighter game, instead of Tech Throwing you might opt to counter throw/tick throw setups with reversal moves like a Shoryu Ken or strong Super Combos.

Advanced Concepts

Reversals

A reversal is a move performed at the first possible opportunity following a state in which you cannot act—for example, doing a powerful special move the instant your character leaves Blockstun, Hitstun, or wakes up from a knockdown. Reversals are often the only way to escape certain throw setups, pressure patterns, or wakeup setups. The timing to perform a reversal is very tight. A few characters in Street Fighter Alpha 3 even have special moves that can only be performed as reversals.



While this is the technical definition of reversals, the term reversal is often used to refer to any situation in which you spoil your opponent's plans to maintain control and pressure you.

Reversing Throw Reversals

If you expect your opponent to reverse your throw attempt, which they should try to do, then you can create situations that look like throw attempts to counter their reversal attempt. Most players expect some sort of trickery after blocking just one \downarrow + LK—they are ready to Tech Throw or reverse you with a quick move of their own. You can attempt to snuff their counter by performing \downarrow + LK, letting your character stand, then immediately performing \downarrow + LK again to go for a strong combo, or you can simply go for a sweep knockdown. You can also tick, stand, then hold back and do nothing. If you have trained your opponent to look for your tick throw setups well enough, they might just go sailing into the air harmlessly with a counter move like a Shoryu Ken, or they might blow a lot of meter on a Super Combo or Custom Combo that is harmlessly blocked. This will lead to huge damage options for you.



Most players train themselves to look for cues in the game so that not everything is complete reaction—when they see your character stand up; a buzzer goes off in their head that says TICK THROW. After you've reversed their attempted throw reversal a few times, they won't know what to think, and you can go right back to throwing them again—adding more layers to your game plan and mind games.



Combos

Now the fun part. Combos tend to be the most damaging and entertaining option in Street Fighter. Here you'll find out why they work and how to do them. A combo is a sequence of attacks that take advantage of Hitstun, the reeling state your enemy goes into after being hit. This is also sometimes called Hitreel. When performed correctly, combos are guaranteed and unavoidable after the first hit connects successfully.

Why Combos Work—Canceling

In the first few versions of Street Fighter 2, combos were an accident. The developers knew that no one can perfectly perform special moves without some error, even if that error is so small it can be measured in tenths of a second, so they inserted leniency into all actions. For this reason, if you do a projectile motion and hit Punch, even if your timing is slightly off the projectile will still come out, instead of a normal Punch. However, the window of leniency inserted was long enough that it extended into the active frames of certain normal attacks. So, DELIBERATELY delaying special move execution allowed the normal attack to hit, but then the special move comes out too.

For today's purposes, a cancel is simply interrupting any action with another, so that the first action ends prematurely. As a function of leniency, all normal moves are cancelable very early in their animation, usually before they can actually produce a hit (or have even perceptibly animated). Not all normal moves are cancelable during the active portion of their animation—normal moves that can be canceled during their active portion tend to be useful. They are often used for safe poking options, or to facilitate a character's combos and these are mentioned (when important) in each character's section.



Advanced Combo Concepts—Kara Canceling

Utilizing the very early cancelable portion of a normal move for canceling is referred to as Kara Canceling. While normally useless, in very specific situations Kara Canceling can be used to transfer properties of the initial normal move, such as strange movement or quick forward movement, to the following special move or Super Combo. Kara Cancels must usually be performed much more quickly than normal cancels.

Here is one of the easier to perform examples of Kara Canceling. Street Fighter Alpha 3's V-ISM Ryu can Kara Cancel the Senpu Kyaku (→ + MK) after a Variable Combo is activated. This is done by pressing → + MK, then inputting the command for his Tatsumaki Senpu Kyaku very quickly after the Senpu Kyaku command (→ + MK, ↓↘↙ + HK). If done correctly, the Senpu Kyaku should cut directly into his Tatsumaki while he's still airborne, before it ever hits your enemy.



Although this may come across as completely useless, this exact example is used to transition into Ryu's devastating infinite combo, which is described later in this guide. The Kara Cancel also has a direct influence on other techniques as well, like the Kattobi Cancel, which is explained in the Street Fighter Alpha 3 opening section.

Why Combos Work—Hitstun

All moves, upon connection, cause a state called Hitstun. During Hitstun, the reeling character cannot do anything but wait for Hitstun to end—no exceptions. Hitstun (in the first few versions of Street Fighter 2) made it possible to intentionally delay a special move until a normal attack was fully extended and active. This caused the special move to come out at the end of the normal attack and caused both of them to hit, making the special move unavoidable. An example of this is Ken's jump-in HP, crouching HP ⇔ ↓↘↙ + HP combo. The jump-in HP connects, creating a long Hitstun (the heavier the attack, the longer the Hitstun). Then, while performing the motion for a Hado Ken (while the controller is in the ↓ position) HP can be pressed early to create the ↓ + HP, which hits and is unavoidable, due to the Hitstun from the jump-in attack. Finally, the special move sequence is completed and the ↓ + HP is cancelled because of the intentional leniency. The Hado Ken comes out and connects at the end for a very damaging combo.

After a few iterations of Street Fighter 2, Capcom inserted a combo meter into Super Street Fighter 2 to track the length of combos. Combos have been an inherent part of Street Fighter and almost all fighting games ever since.



Why Combos Work—Buffering

Another glance at the combo in the previous section, and you'll see that the description states that ↓ + HP is performed in the middle of the Hado Ken motion, as part of the motion itself. This is called buffering—inserting the command for one move within the command for another. Often this is the only way to perform difficult combos or inputs consistently. As an example, in any version of the Alpha series if Ryu performs ↓ + MK, then cancels it into his Shinku Hado Ken it will combo for very nice damage. However, it is very difficult to simply perform ↓ + MK then attempt to input the entire ↘ → ↓ ↘ → + Punch motion in the very small window between when ↓ + MK is pressed and when it contacts and becomes very briefly cancelable. Instead, it is possible to insert the ↓ + MK into the motion itself—↘ ↘ → ↓ + MK ↘ → + Punch produces the same result, and is significantly easier to do.



Why Combos Work—Negative Edge

As a further measure to add leniency to move execution, in almost all Capcom fighting games moves can be performed with both button press AND button release. Using the function of releasing buttons to complete moves is referred to as Negative Edge canceling. Let's look at the Ken combo from Street Fighter 2 listed above one last time—all moves in that particular combo use HP. It is possible to perform the entire combo successfully with only two button presses—hitting HP once during the jump-in, then hitting it again when performing ↓ + HP—only this time, if you choose to hold it and release it when the Hado Ken motion is completed, the game recognizes this as another HP input, and the move comes out successfully.

Oddly, this feature, added to increase leniency, can sometimes be a BAD thing during difficult combos or complicated inputs. An example will be shown later in this section.

Why Combos are Good—Verification

One of the best things about nearly all combos is that if, after the first hit or two, you notice the opponent has successfully blocked the beginning of the combo, you can just stop. This is verification, and it's very important. As an example, take the basic Ryu combo of jump-in HP, crouching MK ⇒ ↘ ↘ → + HP. After the jump-in HP and the crouching MK, you have time to realize whether or not the first two hits have connected. If they have, great. Hit (or release) HP to complete the Shoryu Ken

motion and end the combo. If the hits were blocked, simply do nothing—sailing majestically into the air with a harmless Shoryu Ken isn't a great idea when you have a hungry opponent waiting for you to do THEIR best combo when you land and are unable to block. Most good combos allow you to verify whether they are working relatively quickly, so you can stop them short if they aren't, and avoid leaving yourself vulnerable. The best combos even allow room for you to improvise and switch them from combo attempts to pressure patterns that don't leave you exposed, but keep you in control. Removing situations where you leave yourself exposed for no reason is a huge step towards improving as a Street Fighter player.



Chains

Alpha 1 introduced the Chain Combo system to Street Fighter—canceling normal attacks into stronger normal attacks. This is only a major feature in Alpha 1, where every character can use it (there are a few characters in Alpha 2 and Alpha 3 who have Chain Combos, but most do not). The sequence of normal attacks a character can use to chain is referred to as their Magic Series. The timing for Chain Combos tends to be more lenient than for any other type of combo—just hit the next normal attack in the sequence for your character, before the current normal attack has ended. Chains can sometimes be ended by canceling to special moves or Super Combos to end the combo for big damage, and they are the driving game system in Alpha 1.

As an example of the significance of chains in Alpha 1 as opposed to later games in the series, look at Ryu and Ken—in Alpha 1 they can both chain ↓ + LK, LK, MK, HK as a combo that is very easy to do, does solid damage, and knocks down. They cannot do this in any other Alpha series game.



Links

Links are like Chains because they also involve normal attacks, rather than special moves or Super Combos, but they are different because they require waiting for a normal attack to completely retract. They are not a cancel at all—your character returns completely to a neutral, inactive state and is free to do anything. The timing on links is very precise, and links require specialty situations like Counter Hits or meaty attacks for a normal attack to retract quickly enough for your character to be free to attack.



Bringing It All Together

Now that we've gone over all of the systems that allow combos to operate, let's look at them all together. In Street Fighter Alpha, Guy has many very damaging combos that utilize all of the systems mentioned here.

**Jump-in HK, ↓ + LK ⇒ MP ⇒ HK, link HP
⇒ MK Hayagake: Kage Sukui**



The combo is initiated with a jump-in HK, placing the opponent into Hitstun.



Upon landing, a crouching LK is performed, continuing the combo.



The crouching LK is chained into standing MP.

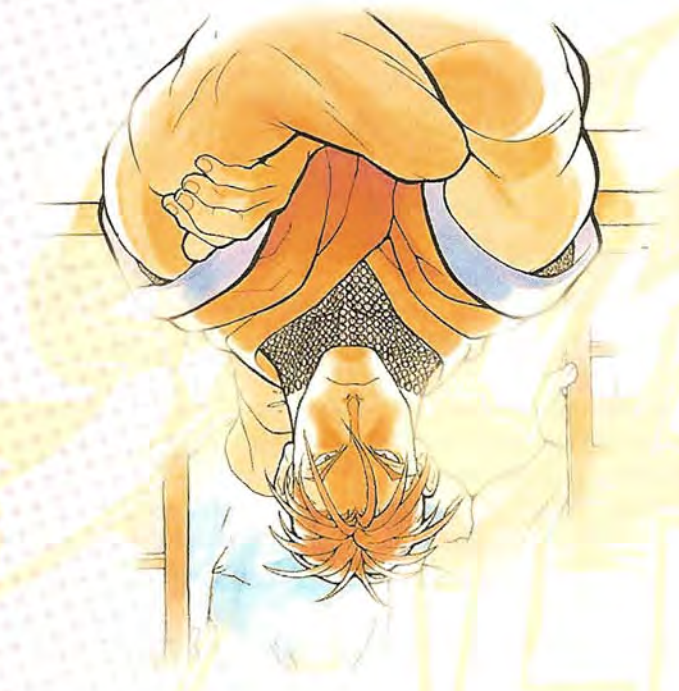


Standing MP is chained into HK.



After the HK, the instant it completely retracts, but before the opponent's Hitstun ends, HP is linked.

HP is cancelled into MK Hayagake: Kage Sukui, completing the combo. Guy's Bushin Flip and Hayagake: Kage Sukui both share ↓↘→ as their command motion—care must be taken to not release HP during the cancel, creating a Bushin Drop rather than a Hayagake: Kage Sukui. HP can either be released very quickly after HP is linked (before the Hayagake: Kage Sukui motion is completed), or it can be held down until after the ↓↘→ + MK motion is completed successfully.



Juggling / Air Combos

An advanced combo concept; many expert combos begin on the ground, take the opponent into the air briefly, and continue with a few more hits off of the ground before they are floored. This is called juggling, and it's important to understand how it works.

For example, select Street Fighter Alpha Ryu and corner your opponent. Perform a crouching MK and cancel it into a Level 3 Shinku Tatsumaki Senpu Kyaku. Immediately after you recover from the Super Combo, perform a forward jumping MP. If timed correctly, the MP will juggle your opponent for two hits, resulting in a cool looking air combo.

The juggle systems in the many games featured in this guide vary between each game. Refer to each game's individual sections for more information about their air combo systems.



Jump-ins

Jump-ins are exactly what they sound like—jump-in attacks often used to begin damaging combos or pressure the opponent. A connected jump-in leaves the opponent reeling in Hitstun and allows you to transition to whatever ground-based combo you choose. There are generally two types of jump-ins: early (high) and late (deep). Early jump-ins leave your character very close to your opponent upon landing, and usually in the best position to perform the longest and most damaging combo, but the timing can be very difficult to use them effectively. Landing a jump-in attack earlier means your character will take longer to land, shortening the amount of Hitstun you have to take advantage of. Deep jump-ins are the opposite. Landing a jump-in attack very late in the jump, just before you land, makes landing a follow-up attack upon landing very easy. It tends to push your opponent further away, sometimes limiting your follow-up options.



Early jump-ins can be done to keep pressure on rather than just to begin a combo. One might jump in and attack very early just to get the opponent blocking or to counter anti-air attempts, then go for a mix-up or throw upon landing. Likewise, deep jump-ins can serve to trick an opponent—done very late, just before landing, and the opponent might have already switched to low blocking anticipating a low attack, causing the deep jump-in to hit successfully.

Jump-ins are powerful because they move you into point-blank range quickly, usually in strong position to unleash your most damaging attack options. They can be used to anticipate and punish ground attacks. However, jumping in over and over again tends to be predictable and easily countered. A seasoned opponent should not have much trouble dealing with these attacks if that is all you have to offer. This leads us to foot games.

Tripguard

When jumping, but before performing an action, Street Fighter characters retain what is called Tripguard—protection from actions upon landing. If any action is performed during a jump, however, such as a jump-in attack, Tripguard is lost, and the jumping character is very briefly completely vulnerable upon landing, unable to block.



Foot Games

The goal of most characters is ultimately to get inside and land their most damaging combo or throw. However, getting inside on an opponent is often easier said than done. Jumping in over and over, as said, is predictable and often easily dealt with. Add to the equation what players refer to affectionately as footsies, or foot games. Footsies are usually played at midrange, just outside of the maximum range of most grounded normal moves. At this range, the goal is to use strong normal moves (called pokes) to counter your opponent's own poke attempts and bait the opponent into jumping or making themselves otherwise vulnerable.

Typically, the ultimate goal of foot games is to score a knockdown, usually by sweeping a missed poke attempt, or by anticipating a punishable grounded move like a projectile and jumping over it, initiating a large combo. Once a knockdown is secured, your opponent is floored and closing the distance to point-blank range is done easily by walking up to them while they are down. This leads to wakeup games.

Hide Your Intentions with Strategic Movement

Karin's ground game revolves around using her incredible walking speed to lure out missed attacks. This is performed by rapidly walking in and out of your opponent's maximum attack distance. This effectively makes your positioning difficult to track, creating the illusion that you're possibly in range to be assaulted. A Karin player can exert this illusion as much as needed by walking into attack range, then immediately backing away again when an attack is anticipated. Once an attack is successfully baited, it will miss directly in front of you. Punish your enemy's outstretched limb with a move, preferably Karin's crouching HK.



What is especially alluring about this tactic is the unpredictable nature of your intentions. Once you've evaded and punished a few attacks, your opponent may be reluctant to stop your aggressive movements towards them. This allows you to walk well into attack range and stage the mid/close-range attack that you desire. After eating a few walk-up throws or combos, your enemy will have no idea what to expect every time you walk forward—you could be looking for an attack to evade, or you may be looking to mount an offense of your own.

Dealing with Backward Movement

Because so many characters rely on their walking speed to bait attacks, it's important to learn how to effectively deal with backward movement. The most effective answer to this problem is walking extremely far into attacking distance and performing a low attack with a lot of range. If the attack is fast enough, it should catch your opponent standing as they attempt to evade your attack by walking backwards. The most effective attacks to use for this tactic are sliding attacks, like Guy's or Vega's crouching HK.



Controlling Space with Normal Attacks

Some normal attacks carry enough active attack time and priority to simply beat an opposing attack on startup. For example, Rose's crouching MP in Street Fighter Alpha 2 is notorious for having an amazing amount of priority. If purposely whiffed directly in front of your opponent, most attempts to attack Rose will simply run into her extended fist. Although crouching MP can still be punished as it's recoiling, its speedy recovery makes it almost impossible to do so on reaction.



Using Projectiles

Projectiles are often viewed as an attack option at long-range. They are, in fact, far more effective when used as pokes during foot games. This is largely due to the inability to avoid them through ground movement. For example, Ryu's Hado Ken is an extremely dominant poke at mid-range. If positioned just outside of your opponent's maximum attack range, a Ryu player can effectively throw Hado Kens whenever a ground based attack is anticipated. From this distance the Hado Ken is very difficult to jump over on reaction—jump is the only effective counter against the projectile outside of Super, Custom, and Variable Combos. Instead, opponents have to anticipate the projectile and jump in advance, often whether you've actually thrown a projectile or not. These jump attempts, because they're blind, are easily countered with the anti-air attack of your choice.



Zoning

Zoning is a subset of foot games that refers to keeping your opponent in a range that is advantageous to your character and detrimental to theirs.

For example, just slightly further than the range of a jump is an extremely strong position for Ryu. From this range he can throw Hado Kens at his opponent without being punished (usually), and if they jump over the projectile they will land directly in front of him, where he is free to sweep them as they land.

LONG-RANGE

Also sometimes called Full Screen, this indicates a very long distance from your opponent. Usually the only threats at this range are projectiles and Dhalsim's limbs.

MID-RANGE

A couple steps back from the edge of poking range, this is where most of the game is played. Characters move in and out of foot game range and attempt jump-ins or bait jump-in attempts.

CLOSE-RANGE

Within range of grounded normal attacks, inside of poke range.

POINT-BLANK RANGE

Flush against the opponent, in optimal range to land any attack or throw.



Wakeup Games

Standing next to a floored opponent as they rise, or "wake up," is a huge tactical advantage. The floored opponent has very few options while waking up, while the standing character has many options to press their offense and score more knockdowns to repeat the cycle. When waking up, most characters are reduced to guessing on blocking low versus high or trying to perform a reversal move, like a Shoryu Ken or Somersault Shell. The standing character in this situation has many options and freedom of movement. They can attack high, attack low, throw or start a throw setup, go for a cross-up, or if they anticipate a reversal move that will overpower them, they can do nothing and block themselves—retaining control when the character waking up misses their reversal attempt and becomes completely exposed.





Meaties

As mentioned earlier, all moves have a brief start-up period before they become active. Performing a move in such a way as to essentially skip this period is referred to as using a meaty attack. The advantage here is that meaty attacks are very hard to counter, as there is no start-up period in which they are vulnerable. The most practical application for meaties is to use them against an opponent as they wake up. Perform your attack slightly early so that they get up into its active segment. Meaties are extremely difficult to reverse because the timing on a reversal move like a Shoryu Ken must be essentially perfect (down to the frame) in order to win the encounter.

The other advantage to meaty attacks is the ability to perform link combos that aren't possible under normal circumstances. Each individual attack has a specific window where it can actively hit your opponent. Because this active attack period is fairly long, it's possible to purposely perform an attack so early on wake up that its first few frames of activity miss. If timed correctly, the attack will hit on a later frame of activity, reducing the recovery of the attack. For example, despite having advantage after it, Karin normally cannot link a standing MP into a standing MK. However, if standing MP is performed early on wake up, hitting your opponent on a later frame than normal, standing MP recovers before your enemy leaves Hitstun a little earlier than it does normally. It's then possible to link standing MK for a 2 hit combo.



Cross-ups

While cross-ups can be used anywhere on screen, their most useful application is against an opponent waking up. A cross-up attack is a jumping attack that can hit on both sides of a character—i.e. if you jump OVER the opponent and perform the cross-up attack it will still hit, but your opponent will have to block from the other side rather than the direction you jumped from. A very strong example is Sakura's jumping MK.



As you can see, being able to use this attack to hit from either side, and being able to perform it so that it is ambiguous as to which direction they should actually block, is every powerful. Often you can score a knockdown and then an ambiguous cross-up upon wakeup, leading to a combo into another knockdown, and so on.

Cross-ups are also strong because they can be hard to reverse or counter—because you change sides midway through the attack, reversal-oriented special moves such as Shoryu Ken-style moves become hard to perform consistently versus a cross-up.

Using the Clock

While most matches do not end in time-out losses, the threat of the clock is very real. With a lead as the time ticks down, it can be in your interest to play very carefully and



try to force your opponent to take more risks than usual as they grow desperate. Likewise, if your opponent has the lead as time drains away, it may become necessary to overextend yourself to try and catch up in time.

Mind Games

Successfully incorporating everything discussed in this section can make you a formidable fighter, and leave your opponent guessing what you're going to do next. This can throw them off their game plan, leaving them paralyzed or otherwise unprepared to deal with whatever you throw at them, giving you even more of an advantage. Set up background expectations in your opponent's mind for what to expect next, then change it up and trick them, or keep right on repeating whatever they've seen before based on the situation—often it will be the 10th projectile in a row that finally hits, after your opponent has seen so many they can't possibly expect you to throw another. Pressing the situation and making your opponent afraid of what you might (or might not) do is central to winning in Street Fighter.

STREET FIGHTER ALPHA

Originally released in 1995, Street Fighter Alpha is the first game in the Alpha series. It introduced many features now commonly seen in fighting games, such as Chain Combos and Recovery Rolls. It also marked the introduction of Final Fight and the original Street Fighter characters Sodom, Guy, and Rolento into Street Fighter.



Akuma Mode



Select your character in Arcade mode, then press and hold Start + MP + MK as the character selection screen ends

Secrets

Play as Dan

At the character select screen in Arcade Mode, hold the Start button and place the cursor on the Random Select space then input one of the following commands within 1 second:

LP, LK, MK, HK, HP, MP

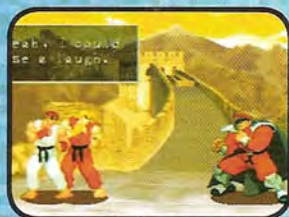
HP, HK, MK, LK, LP, MP

LK, LP, MP, HP, HK, MK

HK, HP, MP, LP, LK, HK



Ryu and Ken vs. M. Bison



On both the 1p and 2p side in Arcade mode, press and hold Start, then:

1p side: place the cursor on Ryu and input ↑↑, release Start, ↑↑ + LP

2p side: place the cursor on Ken and input ↑↑, release Start, ↑↑ + HP

Play as M. Bison

At the character select screen, hold the Start button, place the cursor on the random select box, and input:

1p side: ↓↓←← + LP + HP

2p side: ↓↓→→ + LP + HP

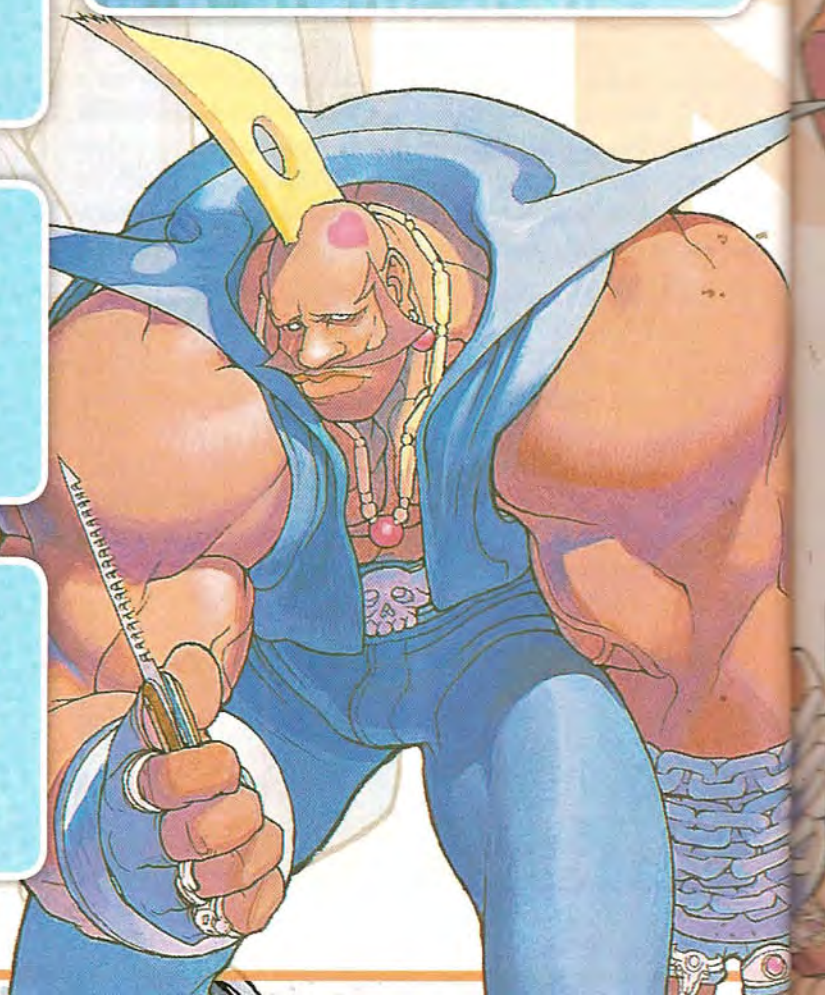


Play as Akuma

At the character select screen, hold the Start button, place the cursor on the random select box, and input:

1p side: ↓↓←←← + LP + HP

2p side: ↓↓→→→ + LP + HP





Chain Combos

In Street Fighter Alpha, every character except M.Bison can perform Chain Combos. As described in the Street Fighter Alpha Essentials section, Chain Combos involve canceling normal moves into other normal moves. Because the window for canceling Chain Combos is fairly lenient, and because normally there are no motions involved, Chain Combos are relatively easy to perform and can be very rewarding. Because of Chain Combos an otherwise non-threatening crouching LP or LK can potentially end the round in Street Fighter Alpha.

Chain Combos follow a few guidelines. First, you cannot chain from a stronger attack into a weaker one—Chain Combos always increase in power as they go on (you can normally chain from LP to MP; you can never chain from MP to LP). Second, while usually you can chain from equal strength attacks (LP to LK or MP to MK for example) this is not always true. Each character has their own pattern for potential chains; this is referred to as their Magic Series. Important Chain Combos for each character are listed in each character's section.



1 Ken lands a cross-up MK.



2 Lands and performs a crouching LK.



3 Chains into a crouching MK.



4 Chains into crouching HK, knocking down the opponent.



Manual/Automatic Mode

Street Fighter Alpha allows the selection of two different modes of play: Manual or Automatic Mode.



Manual Mode

In Manual Mode, your character has a Super Meter with three levels of potential charge. This meter can be used to perform Super Combos and Alpha Counters. Your character has access to all of their normal moves, special moves, and Super Combos, and must block attacks normally by holding ← or →.



Super Combos

Super Combos in Street Fighter Alpha burn Super Meter relative to their level when performed; a Level 1 Super Combo burns one level of Super Meter, a Level 2 Super Combo burns two levels, and so on. Super Combos are very damaging in Street Fighter Alpha and landing them is the primary goal of most characters. Supers in Manual mode are performed through normal commands as described in each character's section. The strength of the super depends upon the number of buttons pressed to execute it—for a Super Combo which requires Punch buttons, one button will execute a Level 1, two buttons will execute a Level 2, and all three Punch buttons will execute a Level 3.



Alpha Counters

Each character in Street Fighter Alpha has one Alpha Counter. Alpha Counters allow you to cancel Blockstun into an attack at the cost of one level of Super Meter. Alpha Counters in Street Fighter Alpha are performed by blocking, then very quickly performing a ←↘↙ motion and pressing either Punch or Kick depending on the character.



Automatic Mode

Automatic Mode is a simplified mode designed to cater to novice players, but it actually has useful applications for seasoned veterans also. In Automatic Mode, you only have one level of Super Meter—this can be used for either Super Combos or Alpha Counters. However, you can only store one at a time, and your Super Combos will never be more potent than Level 1. Additionally, Super Combos can be performed by simple commands in addition to normal motions—pressing either LP + LK, MP + MK, or HP + HK produces different Level 1 Super Combos depending on the character selected. The simplified motions allow for Super Combos to be performed in situations which are otherwise impossible. For example, Charlie can walk forward and perform a Somersault Justice or Sonic Blitz on command—in Manual Mode this is impossible, as the normal motions require a backward charge. The same holds true for other charge Super Combos such as Chun-Li's Senretsukyaku and Birdie's The Birdie.





The exception to simplified commands availability is during cancels—it is not possible to cancel from a normal move into a Super Combo using Automatic Mode's simplified Super Combo commands. In fact, you cannot cancel into Super Combos in Automatic mode at all.

Against a human opponent you begin every round with 8 Autoguard chances regardless. Automatic Mode and Autoguard are useful for allowing beginning players to compete with more experienced fighters, but they are also useful for very aggressive, experienced players to use because of the built-in safety potential. A very aggressive player can press their advantage, staying inside their opponent's comfort zone, secure in the knowledge that anything unexpected will be blocked for them, by the game, the only vulnerability periods being throws or counterattacks while a move is extended. Automatic Mode can be especially good for strong offensive characters who are not overly dependent on their Super Meter, like Ken, Akuma, and Guy. Characters who are more passive or rely more on their Super Meter for damage do not have as much to gain from picking Automatic Mode.



The main feature of Automatic Mode, however, is Autoguard. Autoguard is exclusive to Automatic Mode. Autoguard forces your character to block any incoming blockable attack provided you are in a neutral state, not busy with another action which would supercede blocking. For example, if you walk forward (holding →, toward the opponent) and they stick out a blockable attack, your character will block it even though you are holding →. However, if you walk forward and perform an attack, Autoguard will not block an incoming attack since you cannot block while performing an attack of your own. Autoguard blocks all attacks that can be blocked at all—this means that even if you could jump or duck under an attack without blocking to make it whiff (like ducking under a Tatsumaki Senpu Kyaku), Autoguard forces you to block it.



Recovery Rolls

New to Street Fighter Alpha, Recovery Rolls (also sometimes referred to as Tech Rolling) are executed by performing ← + Punch just as your character strikes the ground from a knockdown that would normally leave them floored and on their back. Your character will hit the ground and immediately roll forward about one-third the length of the screen and hop to their feet. During a Recovery Roll your character is completely vulnerable to attack and cannot attack or block, but once the roll is complete you may attack or block immediately. The only attacks in the game you cannot Recovery Roll from are Akuma's Shun Goku Satsu and Tenma Go Zanku Super Combos. Additionally, you are unable to Recovery Roll from a knockdown that leaves your character dizzied.



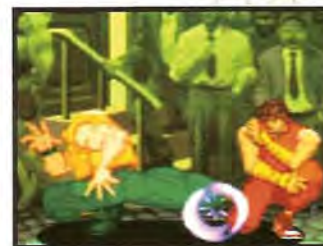
Rose in Automatic Mode is ducking as Ryu performs a Tatsumaki Senpu Kyaku.

Rose automatically stands to Autoguard.

When playing against the CPU you begin each round with 10 available Autoguards. The Autoguard counter is visible just above your character's lifebar at the top of the screen. Every time you block, whether manually, or via Autoguard, this counter goes down by 1. Every round that you win results in starting the next round with two less opportunities to Autoguard than the previous round, and every round that you lose results in starting the next round with two more Autoguard chances. For example, if you start a game versus the CPU you begin with 10 Autoguard chances. Regardless of how many are actually used, if you win the round you begin the next round with 8, and if you lose you begin the next round with 12. This resets everytime you face a new opponent.



Recovery Rolls are useful for disallowing your opponent from gaining too much momentum or pressing their attack. They can often be used to thwart cross-up and wakeup game attempts after knockdowns. Beware, Recovery Rolls are completely vulnerable. If your opponent expects them, they might wait for you to roll and take advantage by hitting you while you cannot retaliate, as the roll animates.



Recovery Rolls have a few peculiarities. For one, you can Recovery Roll after landing from a jump in which you airblocked. For another, in many circumstances Recovery Rolls can allow you to avoid damage in the middle of a combo, or allow you to take damage but get the jump on your opponent. For example, after being hit by Rose's Soul Throw or Aura Soul Throw you can (and should). You can use a Recovery Roll and essentially combo her for free before she has completely recovered. You can also Recovery Roll out of the middle of Guy's Level 1 Bushin Gorai Kyaku Super Combo and avoid some of the damage—likewise for Sodom's Level 3 Meido No Miyage. Finally, some players like to pressure with patterns that end with a sweep attack canceled into projectiles—Rose with her crouching HK canceled into Soul Spark or Ryu and Ken with their crouching HK canceled into Hado Ken, among others. If you happen to eat the sweep and get knocked down, but Recovery Roll, you roll behind their character while they are (potentially) still stuck in their projectile's recovery animation.



Dizzies

If your character is continually struck by attacks without a breather they may become dizzied, falling backward with stars around their head, completely vulnerable until it wears off. You can accelerate the speed that the dizziness wears by mashing all possible inputs at once, but being dizzied almost always lasts long enough to lead to free damage for your opponent. In Street Fighter Alpha, many characters can create dizzy situations very quickly through onslaughts of damaging attacks, so being conscious of potential dizzies is very important, as is taking advantage of them yourself. How close you are to becoming dizzy (also sometimes called being stunned) is determined by an invisible stun gauge. Street Fighter Alpha Anthology features a training mode which allows you to check the stun damage values of attacks. Any character taking 40 or more points of total stun damage relatively quickly becomes dizzy. Each subsequent dizzy within the same round requires 5 more points of stun damage, so that the first redizzy will require 45 points of stun damage, and so on. If you take stun damage but are not dizzied, your stun damage will deteriorate over time. In Street Fighter Alpha some characters have single combos capable of dealing over 40 stun damage in one fell swoop, usually doing significant damage and leading to a free second combo during the dizzy. This usually means the end of the current round.



Throws/Tech Throws

Throwing in Street Fighter Alpha is accomplished by holding ← or → and pressing either MP, HP, MK, or HK. Teching throws is accomplished via the same motion. Ken, Charlie, and Guy also have air throws.

Juggle System

Refer to the Street Fighter Alpha Essentials section for a basic description of juggling and aerial combos. In Street Fighter Alpha, characters who are reeling in ascending, aerial Hitstun can be juggled with attacks that have juggle potential. Sound complicated? It's not that bad. This simply means that when a character gets knocked up into a Hitstun in midair, they can be juggled while on the way up, but not on the way down. This also requires that the move you use to hit them has juggle potential—not all moves do. For example, as Guy, if your opponent attempts a jump-in combo and you use an anti-air against them with crouching MP canceled to Bushin Senpu Kyaku, the Bushin Senpu Kyaku will juggle them after the crouching MP connects, as they reel upwards slightly. However, if you perform a crouching MP, then wait and do the Bushin Senpu Kyaku as your opponent is descending, they are no longer considered to be in a hittable state and the Bushin Senpu Kyaku will whiff.





For more examples of the potential of juggling, look to Ryu. If you catch an opponent with an anti-air standing LP or MP near the corner, you can immediately jump forward with MP for an additional two hits.



Also possible with Ryu, after landing a Shinku Tatsumaki Senpu Kyaku that will knock your opponent down into the corner, you can juggle immediately afterward with a Shinku Hado Ken or a jumping MP.



Other important examples of taking advantage of juggling will be mentioned in each character's section.

Recovery Roll Peculiarities

Actually inputting the command for a Recovery Roll while in aerial Hitstun places your character into a special state. In this state you are often immune to juggles that would otherwise cause a lot of damage. For example, if Akuma tries to nail you with a combo into a Tatsumaki Zanku Kyaku, then attempts the normal Go Shoryu Ken juggle, if you input the Recovery Roll command after the Tatsumaki Zanku Kyaku, the Go Shoryu Ken will whiff. While Recovery Rolling is not always the best option in Street Fighter Alpha because of how vulnerable it can make you, when applied in situations like this (and previously mentioned situations, like Recovery Rolling after a Rose Soul Throw) it allows you to turn a bad situation into a round-winning opportunity.

The Sodom Exception

As stated in the Juggling section, characters can only be juggled during the upward arch of their aerial Hitstun. Sodom, very much not to his advantage, is the exception to this—he can be juggled at any point during aerial Hitstun. This grants characters many damaging options versus Sodom that do not work on anyone else.

Sodom vs. Sodom—Sodom can crouching HK slide to trip another Sodom, then juggle with a Level 1 Meido No Miyage—every hit connects.



Ken vs. Sodom—Ken can trip Sodom with crouching HK, cancel the HK into an LP Zenpo Tenshin, then juggle with a Shinryu Ken the instant the roll recovers.



Rose vs. Sodom—Rose can Chain Combo into her crouching HK sweep, cancel the sweep into a Level 1 Soul Illusion super, then juggle Sodom with a crouching MP—near the corner she can then juggle standing MP, crouching HP, then Level 1 Aura Soul Throw Super Combo for massive damage.



ADON

Adon's Objective

With strong special moves that cover a lot of screen area, good pokes, a cross-up, and a terrific Super Combo that can be landed off of verifiable hits, Adon can deal a lot of damage very quickly. He is an aggressive character that thrives off of getting in his opponent's face and making them deal with his mixups. Your goal with Adon is to continually pressure your opponent and find ways to land his Jaguar Varied Assault.



Throws

Jaguar Carry	← or → + MP or HP while close
Jaguar Slam	← or → + MK or HK while close

Special Attacks

Name	Command
Jutting Kick	↘ + MK
Jaguar Kick	← ↓↘ + Kick
Jaguar Tooth	→ ↘ ↓↘ + Kick
Rising Jaguar	↓ ↘ → ↘ + Kick

Super Combos

Name	Command
Jaguar Revolver	↓↘↘ ↓↘↘ + Kick
Jaguar Varied Assault	↓↘↘ → ↓↘↘ + Punch
Jaguar Thousand	Mash Punch during Level 3 Jaguar Varied Assault
Jaguar Assassin	Mash Kick during Level 3 Jaguar Varied Assault

How to Accomplish Adon's Objective

Option 1: Jaguar rushdown

Adon's Jaguar Kick in Street Fighter Alpha is very strong. No version of Jaguar Kick leaves you at a disadvantage. In almost all circumstances you actually have advantage after Jaguar Kicks, whether they are blocked or connect. The LK version is very quick, covers a lot of ground, and goes over most low attacks. The MK version doesn't cover quite as much ground, goes over projectiles, and often hits an opponent in the face. If the MK version hits some crouching opponents, like Ryu, Ken, Akuma, or Chun-Li, you can link crouching LK ⇨ HK for a knockdown. The HK version covers a wide vertical arc and can be decent for baiting the opponent. The Jaguar Kick can be canceled into from a few very useful pokes, like crouching and standing MK. You can also utilize the Jaguar Kick in your chains and pressure sequences. Use LK Jaguar Kicks to get inside for free, then either throw or attempt to Chain Combo.

From Mid-range, Use LK Jaguar Kicks to Get Inside.



After the Jaguar Kick, step forward and perform a crouching LP. Here you can also just step forward and throw, providing a mix-up. As they become used to the Jaguar Kick rushdown you should occasionally do immediate crouching LK ⇨ HK to knock them down and make them cautious about trying to retaliate to Jaguar Kick follow-ups. If your opponent loves reversals, you should occasionally just block after Jaguar Kicks (remember, you always have advantage), so that if they perform a reversal move you can just block and punish them, or block and Alpha Counter.



The crouching LP hits—link crouching LK ⇨ MK ⇨ level 1-3 Jaguar Varied Assault for huge damage. You can also link crouching LP ⇨ MP ⇨ Jaguar Varied Assault. The crouching LK ⇨ MK chain has more range and must be blocked low, but also presents more opportunity for error by accidentally getting crouching LK ⇨ Jutting Kick (↘ + MK). The crouching LP ⇨ MP chain has less range and can be blocked high, but presents less chance for error.



The crouching LP is blocked—you can still link crouching LK ⇨ MK (or crouching LP ⇨ MP), but instead of canceling to the Jaguar Varied Assault, cancel into another LK Jaguar Kick, and start the sequence again. The crouching LK ⇨ MK chain has a disadvantage here too—if they block and you try to cancel to Jaguar Kick and repeat the sequence, canceling from crouching MK makes it far more likely that you'll get the Jaguar Revolver Super Combo on accident instead of a Jaguar Kick because of the motion involved and Negative Edge Canceling. Choosing between using crouching LP ⇨ MP or crouching LK ⇨ MK as your main Adon chain is up to you.



It's useful to learn to open Adon's Chain Combos with crouching LP linked into the actual chains—while this is difficult and will take practice to do consistently, it allows even more time for you to see whether your opponent is blocking or not to decide whether to end the Chain Combo with a Jaguar Varied Assault or a Jaguar Kick, and it pushes you back slightly further than NOT opening with a crouching LP link first—if you simply performed crouching LP ⇨ MP ⇨ LK Jaguar Kick, you may fly OVER your opponent, not contacting them at all and leaving yourself vulnerable. If you perform crouching LP, link crouching LP ⇨ MP ⇨ LK Jaguar Kick, you never will.

Option 2: Fish for attacks to counter

When your approach calls for more caution, you can attempt to bait out whiffed moves to punish. After they've seen you use the LK Jaguar Kick rushdown patterns a few times they will probably start trying to use moves like Shoryu Ken to nail your Jaguar Kicks out of the air. Most Jaguar Kick setups begin from mid-range, just outside foot game range. From here you can use HK Jaguar Kicks that whiff—they may react with their strong reversal moves, which will also whiff, and you can often punish them before they recover. Hit them hard with crouching LP ⇒ MP ⇒ Jaguar Varied Assault. Occasional Jaguar Teeth are good as well when trying to make them guess—during this move Adon bounces off the far wall and dives at his opponent. HK Jaguar Tooth heads directly for the opponent, LK pulls up short, and MK is somewhere in between. Just like Jaguar Kicks, you retain advantage whether these moves hit or are blocked, so don't be shy about using them to pressure the opponent, then start using LK Jaguar Teeth just to whiff and bait out countermoves. Against Adon it is very hard to react to whether a Jaguar Tooth is actually aimed at you or not, so opponents will have a hard time dealing with your baiting tactics if you remain unpredictable. Mid-range is also a good place for you to poke—standing and crouching HK are both very long and can be good to keep your opponents honest at the edge of foot game range. From this range, while attempting to bait out errors, if your opponent throws a projectile you can tag them on reaction with MK Jaguar Kick or the Jaguar Revolver Super Combo, which passes through projectiles. Additionally, the Jaguar Revolver misses if performed up close, but performed from mid-range it is completely safe if blocked (unless they Alpha Counter), so it can be useful to guess with on occasion from mid-range.



Basic Strategy Offensive Notes

Jumping HP and HK are aimed slightly upward, often making them unsuitable for initiating jump-in combos (many characters can just crouch under the jump-ins). Instead, use jumping MK, which also serves as a cross-up. In addition to standing and crouching HK, standing and crouching MK are strong pokes that can be canceled into Jaguar Kicks to immediately change foot games into rushdown.



Defensive Notes

Because of the awkward nature of the Rising Jaguar motion, it can be hard to use this move on reaction consistently as anti-air. Luckily, Adon's Jutting Kick can serve as your primary anti-air with far less chance of execution error. You can also anti-air with standing MP ⇒ HK Rising Jaguar to juggle. Jump straight up HK can also be an effective anti-air due to the angle and range of the attack. Adon's Alpha Counter, performed with ← ↘ ↓ + Kick, is a version of the Rising Jaguar that hits once and knocks down. It has deceptive horizontal range—while it won't be nailing people half the screen away, it can be surprisingly effective against close pokes and foot games.



Advanced Tactics Cross-up MK

On top of all this, jumping MK is a strong cross-up as well. Jumping MK hits on both sides and cannot be ducked under. After landing it, the normal follow-ups apply—if the MK connects, simply combo to Jaguar Varied Assault on landing. If blocked, it's easy to transition back to the Jaguar Kick rushdown. After making the opponent block a point-blank crouching LP ⇒ MP or crouching LK ⇒ MK chain you are in perfect range to jump forward and attempt a cross-up.



Jaguar Kick Links

If LK Jaguar Kick connects from mid-range on some crouching opponents, it is possible to link a crouching LK the instant you recover. The timing for this is extremely hard, but if a Jaguar Kick connects anyway it's worth attempting. After linking the crouching LK you can chain to either crouching HK for a knockdown, or crouching MK ⇒ Jaguar Varied Assault for what is likely a stylish finish.



Combos

Command Sequence

Jump-in HK, crouching LP, link crouching LP ⇒ MP ⇒ Level 1~3 Jaguar Varied Assault

Jump-in cross-up MK, crouching LK ⇒ HK Rising Jaguar

Jump-in HK, crouching MP, link crouching LK ⇒ HK

Jump-in cross-up MK, crouching MP, link crouching LK ⇒ MK ⇒ Level 1~3 Jaguar Varied Assault



ADON

AKUMA

Akuma's Objective

The Raging Demon is in full force as a selectable secret boss in Street Fighter Alpha. Hardly less powerful than his previous appearance in Super Street Fighter®II: Turbo, he towers over much of the cast, with a dizzying array of offensive options. His Zanku Hado Ken, an aerial projectile, provides much of his strength. Your objective with Akuma is to control the enemy's position and push them into the corner, attacking them safely using Zanku Hado Kens as your foundation.



Throws

Seoi Nage	← or → + MP or HP while close
Tomoe Nage	← or → + MK or HK while close

Special Attacks

Name	Command
Zugai Hosatsu	→ + MP
Senpu Kyaku	→ + MK
Tenma Kujin Kyaku	↓ + MK at the apex of a forward jump
Go Hado Ken	↓↘↗ + Punch
Zanku Hado Ken	↓↘↗ + Punch while airborne
Shakunetsu Hado Ken	←↘↗ + Punch
Go Shoryu Ken	→↘↗ + Punch
Tatsumaki Zanku Kyaku	↓↘↗ + Kick
Hyakki Shu	↓↘↗ + Punch
Hyakki Go Zan	do nothing during Hyakki Shu
Hyakki Go Sho	Punch during Hyakki Shu
Hyakki Go Sen	Kick during Hyakki Shu
Hyakki Go Sai	← or → + Punch while close to opponent on ground during Hyakki Shu
Hyakki Go Tsui	↓ or → + Punch while close to airborne opponent during Hyakki Shu
Zenpo Tenshin	↓↘↗ + Punch
Ashura Senku	→↘↗ or ←↘↗ + all three Punches or Kicks

Super Combos

Name	Command
Messatsu Go Hado	→↘↗↘↗↘↗ + Punch
Messatsu Go Shoryu	↓↘↗↘↗↘↗ + Punch
Tenma Go Zanku	↓↘↗↘↗↘↗ + Punch while airborne
Shun Goku Satsu	LP, LP, →, LK, HP (requires Level 3)

How to Accomplish Akuma's Objective

Option 1: The wall: Zanku Hado Ken pressure

One of the most important considerations for Akuma is how useful the Zanku Hado Ken is. It's certainly useful in Street Fighter Alpha. The angle is such that many characters just cannot deal with it, and the release is quick enough so you can actually use it as a very aggressive and almost completely safe jump-in. From max distance if you jump straight up and throw LP Zanku Hado Kens, the opponent *must* deal with them somehow, whether by blocking, jumping over them, canceling them with projectiles of their own, or using an invincible move of some sort to blow through them. Inch toward your opponent, jump straight up, and throw LP Zanku Hado Kens to force them to inch backward or try to counter. If they begin jumping toward you, attempting to hit you over the LP Zanku Hado Kens, switch to throwing HP Zanku Hado Kens to snipe them out of the air. You can also simply wait for forward jumps as they get nervous in anticipation of more aerial projectiles, then anti-air them with Akuma's Go Shoryu Ken. If they simply block your descending LP Zanku Hado Kens, immediately jump forward and do HP Zanku Hado Ken to safely move your position forward and back them up. Within jump-in range, use Zanku Hado Kens mixed with jump-in HK, cross-up MK, and Tenma Kujin Kyaku to vary jump-in timing and find more openings.



Option 2: Ryu redefined

You can also play essentially the same as Ryu, and attempt to control the mid-range. Your game here is even more potent than Ryu's. Throw HP Go Hado Kens from just outside foot game range. Occasionally jump straight up and throw Zanku Hado Kens to assert complete control. Use the Senpu Kyaku (→ + MK) in foot game range to go over their low pokes and hit them and move yourself close, or counter their limbs with crouching HK or crouching MK ⇌ HP Go Hado Ken. From mid-range, you can the Hyakki Shu to fly over their projectiles on reaction and hit them with the Hyakki Go Sho, or you can use Hyakki Go Zan and Hyakki Go Sen to hit them quickly and keep them on their toes.



Basic Strategy

Offensive Notes

Akuma isn't all about zoning with projectiles. Once the opponent knows they are thoroughly contained and grows apprehensive to act, you can transition to rushdown very easily. Alternate between sticking out crouching LK at close range and the Zugai Hasatsu (→ + MP, an overhead hand chop like Ryu's, but faster). This forces them into a 50/50 guessing game. This is especially strong after every jump-in Zanku Hado Ken, as there is almost nothing they can do to stop it because the Zanku Hado Ken covers you on the way in and holds them in Blockstun while you decide which option to use. Zugai Hasatsu even chains off of crouching LK, for even more deception. If crouching LK connects, chain to standing LK ⇒ HP Go Hado Ken or LK Tatsumaki Zanku Kyaku. After a successful LK Tatsumaki Zanku Kyaku, you can juggle with a Go Shoryu Ken, or up to two more LK Tatsumaki Zanku Kyakus then a Messatsu Go Shoryu! Combos into Tatsumaki Zanku Kyakus will whiff on characters hit while crouching, so be ready to cancel into Go Hado Kens, or simply chain crouching LK ⇒ LK ⇒ MK ⇒ HK ⇒ Zenpo Tenshin for a knockdown instead. Akuma is unlike Ken in that his roll is not quite as good and the distance is not controllable, but it's still fine to use after a chain to crouching HK, as you recover from the roll just as they wake up. From here you can crouching LK to repeat the process, or stick out a Zugai Hasatsu to make them block high, or whiff LK Tatsumaki Zanku Kyaku just as they get up, then throw them or crouching LK. You also have two fiendish cross-ups available in jumping MK and the Tenma Kujin Kyaku (↖ + MK at the apex of a jump). The Tenma Kujin Kyaku can be used a number of ways. If you hit extremely deep, it will cross-up. If you hit extremely early such that you are aiming Akuma's feet at their toes it can be followed up with a Chain Combo, and you can even intentionally whiff it right in front of them, then stick out a crouching LK, throw them, or go high with the Zugai Hasatsu. Jumping MK is identical to Ryu's, and can easily be used a cross-up following a blocked crouching LK or two.



Defensive Notes

Go Shoryu Ken serves the same purpose as Ken's and Ryu's, with even greater priority for Akuma. LP Go Shoryu Ken can be good to guess with on occasion to nail their limbs and make them hesitant to stick out pokes. HP Hado Ken at close range is fast enough to beat many attacks and score a knockdown. Any of Akuma's Go Hado Kens up close will knock the opponent down, unlike Ryu who can only knockdown up close with HP Hado Ken.

Akuma's Alpha Counter resembles his crouching HK sweep and is good for interrupting Chain Combos and ground pokes. The Ashura Senkuu teleport is completely invulnerable and can be used to easily escape corners and traps, and even works as a reversal with excellent timing, allowing you to escape basically any unpleasant situation easily.



Advanced Tactics

Fun with the Raging Demon

No character in Street Fighter Alpha can juggle or combo like Akuma can.



Jump straight up near the corner and throw LP Zanku Hado Ken as you descend.



Jump forward and throw HP Zanku Hado Ken as you begin to descend.



Land and do crouching LK. Depending on distance, chain up to two more LKs here.



Chain crouching MK ⇒ LK Tatsumaki Zanku Kyaku.



Juggle with two more LK Tatsumaki Zanku Kyakus.



Juggle with a Level 1 Messatsu Go Shoryu for one last hit.

While there is little point, there is a lot you can do to juggle with Akuma that isn't entirely practical. Try juggling with aerial Tatsumaki Zanku Kyakus or Tenma Go Zankus performed instantly off the ground, through the use of what's referred to as the Tiger Knee motion—used occasionally as the actual motion for a few specific moves like Adon's Rising Jaguar, a Tiger Knee motion usually involves combining a move's motion with the command for a jump - ↖↗ + HK to perform a forward-arching aerial Tatsumaki Zanku Kyaku just off the ground.

Combos

Command Sequence

Cross-up MK, crouching MP, link crouching LK ⇒ HK ⇒ HK Tatsumaki Zanku Kyaku
Near corner, jump straight up LP Zanku Hado Ken while descending, immediate jump forward and late HP, crouching LK ⇒ crouching HK ⇒ LK Tatsumaki Zanku Kyaku, HP Go Shoryu Ken
Jump-in Tenma Kujin Kyaku aimed at their toes, crouching LK ⇒ MK ⇒ HK ⇒ Zenpo Tenshin



AKUMA

BIRDIE

Birdie's Objective

With few options to get inside safely or consistently, Birdie is at a disadvantage from the start, having to work very hard to get at his rivals. However, there are still tricks up Birdie's sleeve that you can use if you do get close, and they mostly involve landing his Murderer Chain—a move that, successfully landed mid-screen, throws your opponent all the way across the playing field. That said, your objective is to push your opponent into the corner, so that each time you land a Murderer Chain you do not put yourself into a huge uphill battle just to get in again.



Throws

Bull Spike	← or → + MP or HP while close (mash Punch/Kick)
Bull Throw	← or → + MK or HK while close

Special Attacks

Name	Command
Body Slam	↓ + HP while airborne
Bull Horn	Hold two Punches or Kicks, then release
Bull Head	Charge ← two seconds, then → + Punch
Murderer Chain	→ ↘ ↓ ↙ ← ↘ ↙ + Punch

Super Combos

Name	Command
Bull Revenger	↓ ↘ → ↓ ↘ → + Punch or Kick
The Birdie	Charge ← two seconds, then → ↔ + Punch

How to Accomplish Birdie's Objective

Option 1: Use the Bull Horn

To get inside, you might have to take some risks and out-guess your opponent. Move within foot game range and use standing HP, crouching MK, and crouching HK to poke at your opponent, and swing at their limbs with crouching HP. Any moment when you are not specifically moving Birdie forward, hold ← or ↘ to build a charge for Bull Heads and The Birdie. Randomly use HP Bull Heads to perhaps nail pokes or jumps, throwing them into the corner. If the Bull Head is blocked, it often leaves you just at the edge of range for a Murderer Chain. Use The Birdie to punish badly whiffed moves or blocked moves that leave them at a severe disadvantage.



Option 2: Jump over an attack

Get to the edge of foot game range or closer and leap forward. From here, coming down with HP, HK, or the ↓ + HP Body Slam are all strong options. You can also come down with an early LP or a late LK as a sort of jump-in tick. HK and the Body Slam have the added bonus of being cross-ups.



Basic Strategy Offensive Notes

Birdie's Bull Horn is a little bit different than his Bull Head. Bull Horn is performed by holding any two Punches or Kicks for one second, then releasing. Birdie turns briefly then proceeds into a Bull Head animation. While Bull Heads are quicker to start and the HP version floors the opponent, Bull Horns are briefly invincible at startup, and can be used to go through attacks and projectiles with good timing. Bull Horns increase in power the longer you hold the buttons, reaching their max power after 16 seconds of charging. Additionally, you can charge more than one Bull Horn at a time, using overlapping buttons. Of course, those buttons cannot be used for anything else while they are being used to charge Bull Horns. For example, if you hold all three Punch buttons down, then release just LP, it will activate a Bull Horn—but you are still holding MP and HP down, and thus have one Bull Horn left. So, while not very practical, you can charge four Bull Horns at a time, using all six buttons—releasing just one at a time for the first with Punches and the first with Kicks. It can be a decent practice if you are agile enough to hold down two Punches or two Kicks right from the start—once the clock passes 86 you have a potential 30% damage briefly invulnerable move to counter or guess with. Using LP + MP or LK + MK makes the most sense for this, as standing, crouching, and jumping HP and HK, along with HP Bull Head and the ability to perform a Murderer Chain, are all central to playing Birdie. Using LP + MP or LK + MK produces a shorter-range Bull Horn than if you use HP or HK.



Defensive Notes

Call this "Option 3: Let them come to you." Just sit on Δ and wait for your opponent to grow impatient and try to impose their offense. Keep them out with crouching HK and punish jump-ins with crouching or standing HP, both work very well. If they are foolish enough to throw a projectile at you, punish them on reaction with Bull Revengers. Any button press can activate the Bull Revenger—performing this Super Combo with Punch makes you hop only a short distance forward (about the length of foot game range), while activating with Kick rockets you across the screen. While playing close range foot games, use Bull Horns to go through their pokes and hit them. If they let you block any deep attack, including jump-ins, come out of Blockstun with a Murderer Chain to nail them as they recover. Be wary—opponents may expect you to do this and could occasionally use moves that recovery quickly to get you to try this so they can jump away or reverse your attempts. Birdie's Alpha Counter is a version of his Bull Head, and not as good to use as a Bull Horn. The upshot is that his Alpha Counter knocks down, so if you absolutely need a knockdown feel free, but note that this Alpha Counter is slower than most and can often be blocked or countered.



However, sometimes your opponent will be wise to these ticks, and will immediately jump away as soon as possible. If you expect this kind of evasive action, you can set up the tick as usual, then pause very briefly and LP Bull Head or crouching HP to knock them out of the jump.

A more aggressive opponent might simply choose to perform a reversal move like a Shouryu Ken right when they leave Blockstun from your ticks, which will of course hit you if you try to use Murderer Chain. Against more aggressive opponents, just block after ticks on occasion or perform Bull Horns, which have a built-in delay and can potentially counter their counter attempt. They did nothing? At worst you have a reset situation but at least it's at close-range. At best, they've whiffed their reversal attempt, and now you get to do your grappler's best option, for free!



Advanced Tactics

The Fine Art of Grappling

So, you've managed to close the distance between Birdie and his opponent, now what? From older models like Zangief and T.Hawk to newer versions like R.Mika and Birdie, grapplers come in all shapes and sizes, but the tricks remain mostly the same.



Jump in or cross-up with Body Slam, setting up a close-range situation. Most grappler characters have a move like this, with a large, ambiguous hit range and lots of follow up possibilities.

You land and have a number of options. You can simply hesitate briefly, allowing your opponent to leave Blockstun, then use Murderer Chain. Or, you can hold them briefly on the ground with a tick that usually leads into something else, like crouching MP (which you can chain into crouching HP, then cancel to Bull Head or The Birdie), getting them to hopefully think about the OTHER option, then use Murderer Chain after the tick. All grapplers can do this, essentially. In order for this to work, make sure you sometimes actually do land the non-tick throw option, like finishing the chain to Bull Head with Birdie, Jigoku Scrape combos with Sodom, or combos into Banishing Flat with V-Ism Zangief.

Of course, there are other ways to set up Murderer Chain attempts besides just jumping in with Body Slam. Jump at them occasionally with early LP or late LK to create a much smaller Blockstun so they're forced to react more quickly. To keep things edgy, occasionally jump in with no attack at all (these are affectionately called empty jumps) and Murderer Chain as soon as you hit the ground—opponents always expecting to have to block something will eat a lot of these. Whiff LP Bull Heads at short range and Murderer Chain when they expected to have to block, and are just standing there in front of you holding back. Useful for all grappler characters, and indeed a useful strategy on occasion for any character to use to keep the opponent guessing.

Occasionally do something completely different. If you get them completely focused on the guessing game between eating crouching MP \Rightarrow HP \Rightarrow Bull Head or eating a Murderer Chain instead, often you can land from a jump-in tick and do HK slightly out of point-blank range to overhead them while they wait for something else. Birdie's standing HK hits once on the way up, the swings down in a small overhead. The damage is not as high as the other options, but it's still damage and makes them even more doubtful as to what your actions will be. Often landing the smallest threats frequently is what will cause opponents to open up and allow you to land your largest threats.

Combos

Command Sequence

Jump-in cross-up Body Slam, crouching MP \Rightarrow standing HP

Standing LK \Rightarrow crouching MP \Rightarrow standing HP

Jump-in cross-up HK, standing LK \Rightarrow crouching MP \Rightarrow HK

Standing LK \Rightarrow crouching HK

Jump-in HK, crouching MP \Rightarrow crouching HP \Rightarrow MP Bull Head or Level 1~3 The Birdie

Crouching MP \Rightarrow crouching HP \Rightarrow HP Bull Head

CHARLIE

Charlie's Objective

With moves similar to his predecessor Guile, Charlie can cover the air and the ground very well. Not quite as defensive as Guile, nor as aggressive as he becomes in later Alpha series games, Charlie toes the line somewhere in-between in Street Fighter Alpha. Your goal with Charlie is to control the mid-range, forcing jumps that you can easily shoot down.



Throws

Dragon Suplex	← or → + MP or HP while close
Knee Gatling	← or → + MK or HK while close (mash Punch or Kick)
Flying Buster Drop	← or → + HP while close in midair

Special Attacks

Name	Command
Sobat	← or → + MK
Step Kick	← or → + HK
Spin Back Knuckle	← or → + HP
Sonic Boom	Charge ← two seconds, then → + Punch
Somersault Shell	Charge ↓ two seconds then ↑ + Kick

Super Combos

Name	Command
Sonic Break	Charge ← two seconds, then → ↔ + Punch (tap Punch for more Sonic Booms)
Crossfire Blitz	Charge ← two seconds, then → ↔ + Kick
Somersault Justice	Charge ↘ two seconds, then ↙ ↘ + Kick

How to Accomplish Charlie's Objective

Option 1: Establish Charlie's mid-range offense

Charlie's Sonic Boom comes out very quickly and has little recovery—it's quick enough so that some characters that jump over Sonic Booms on reaction won't be able to hit Charlie for free. This allows you to use Charlie's Sonic Boom very liberally. Coupled with his Step Kick (← or → + HK... ← is preferred as it allows you to retain a charge while moving forward with the attack) and Spin Back Knuckle. This tactic allows you to essentially shut down the area directly in front of Charlie and force an opponent to think about jumping at you. In between these moves, poke with crouching MK and MP, somewhat to control space, but also to store a ↘ charge as often as possible, so that when they finally do jump, you are ready to shoot them down with a late HK Somersault Shell.



Option 2: Use Sonic Booms as shields

Occasionally you may want to take the fight to your challenger a little bit more, and in this circumstance you can get in almost for free. Simply throw LP Sonic Booms and walk behind them. While walking forward you won't have a charge ready for Somersault Shells, but if your opponent jumps you can easily use standing MP or crouching HP to knock them out of the sky and back to the ground, where they might even be forced to eat or block a Sonic Boom if they jumped over one to get at you. If they block the Sonic Boom, you have a prime opportunity to either attempt a jump-in or to walk all the way up, pause briefly, and throw them or Chain Combo. If the Sonic Boom connects, you can sometimes follow it up depending on positioning and timing, whether with a linked Spin Back Knuckle, sweep, or perhaps even a jump-in combo if you've caught up to the Sonic Boom.



Basic Strategy

Offensive Notes

When Charlie's Sobat (→ + MK) is an overhead, it's also bad—even if it hits the opponent, Charlie is at a disadvantage and vulnerable if they're quick. Use it only from max range or after throwing a Sonic Boom. Despite the weaknesses of his command overhead, Charlie has strong overheads in the form of his jump-ins—both jump-in HP and HK are great attacks, and both can lead to damaging combos on the ground like crouching LP ⇒ LP ⇒ MP ⇒ HK Somersault Shell. Charlie's Crossfire Blitz and Somersault Justice Super Combos are both very strong and good in combos or used as reversals. Somersault Justice takes practice to use and execute consistently. In particular, the Somersault Justice does huge damage in combos or as a reversal or anti-air. At any level, the Somersault Justice Super Combo will travel through projectiles. Meanwhile, the Crossfire Blitz is safe if blocked, so feel free to set up situations like tick throws and then guess on level 1 Crossfire Blitz Super Combos—the payoff can sometimes be worth it. Jumping MK is a cross-up, although it can be difficult to aim properly—if it connects, combos into Somersault Shell become very easy, as the cross-up leaves you very close to your opponent.



Defensive Notes

Charlie's Alpha Counter (← + ↓ + Punch) is a version of the Spin Back Knuckle—while decent, it has the same drawbacks as regular Spin Back Knuckle, namely that it's slow to start and may miss low attacks. You may still find use for this against projectiles, as the range is the same as the normal Spin Back Knuckle—quite big. Otherwise, Somersault Shells take care of most of your defensive needs. LK Somersault Shell can even be useful in a sort of psychic capacity, used when you think an opponent might stick out an attack. Somersault Shell can also be an effective anti-air move against cross-ups, as it has no forward or backward directional requirement—while motion-oriented moves like Shoryu Kens are difficult to perform against the cross-up because they require an orientation change in their motions, Somersault Shells and other moves like it perform just fine. Crouching LP ⇒ LP ⇒ HK is a nice Chain Combo that can be inserted to interrupt opponent pressure patterns and turn the tables by flooring them. If crouching LP is blocked simply step forward and throw.



Advanced Tactics

Using Charge Motion Supers in Combos

While charge motion characters are the minority, learning to use them effectively is still a worthwhile proposition.



Jump in with a cross-up MK.



Land and perform a crouching LP while immediately holding a charge.



Chains crouching LP two more times while still charging.



Perform the motion . In the middle of the motion, after that last crouching LP, hit LK to produce crouching LK, which chains. At the end of the motion, hit 1~3 Punch buttons, producing a level 1~3 Crossfire Blitz, which combos. You have essentially buffered in crouching LK to perform the last normal hit needed to hold them long enough to generate sufficient charge to allow the Super Combo to be performed successfully.

Combos

Command Sequence

Jump-in cross-up MK, crouching LP ⇒ LP ⇒ MP ⇒ HK Somersault Shell

Corner only, jump-in late HP, crouching LP ⇒ LP ⇒ MP ⇒ MP Sonic Boom, link Spin Back Knuckle

Jump-in HP, crouching LP ⇒ LK ⇒ MP ⇒ HK

CHARLIE

CHUN-LI

Chun-Li's Objective

Although she has very strong pokes, extremely fast walking speed, strong Super Combos, and the foundations of some very strong moves, Chun-Li's lack of knockdown potential along with her low damage options keep her from being one of the strongest competitors. Chun-Li still offers a strong offensive array. Your goal with Chun-Li is to get in your opponent's face and push them into the corner, where you gain a few useful juggles and even stronger pressure.



Throws

Koshu To	← or → + MP or HP while close
Ryusei Raku	← or → + MP or HP while close in midair

Special Attacks

Name	Command
Sankaku Tobi	Jump toward a screen edge and hold the opposite direction while airborne
Kaku Kyaku Raku	↘ + HK
Yaso Kyaku	↓ + MK while airborne
Hyakuretsu Kyaku	Mash Kick
Kiko Ken	Charge ← two seconds, then → + Punch
Sen'en Shu	→↘↙↘ + Kick
Tensho Kyaku	Charge ↓ two seconds, then ↑ + Kick

Super Combos

Name	Command
Kiko Sho	↓↘↙↘ + Punch
Senretsuo Kyaku	Charge ↓ two seconds, then →↘↙ + Kick
Hazan Tensho Kyaku	Charge ↘ two seconds, then ↘↙↘ + Kick

How to Accomplish Chun-Li's Objective

Option 1: Foot games

Chun-Li's incredible walking speed coupled with her standing LP, LK, and crouching MK allows you to walk toward many characters with near impunity. Push forward at midrange and stick out lots of standing LKs and crouching MKs to counter an opponent's poke attempts and keep them defensive. Both attacks can be canceled into the Sen'en Shu for a quick overhead and more pressure. At close range, switch to standing LP, which is very fast, will interrupt most of your opponent's actions, and chains into itself. If LP starts hitting, you can chain standing LP ⇒ LP ⇒ crouching LK ⇒ MK ⇒ HP Kiko Ken for decent damage that pushes them back. You can also cancel the crouching MK at the end into HK Sen'en Shu for a quick low-high mix-up.

Standing LP ⇒ LP ⇒ crouching HK is nice too and scores a knockdown if close enough. While walking forward poking quickly with standing LP, you can often stop and throw them with no resistance. You should attempt to throw with Chun-Li often—her footspeed and high priority pokes give you more than enough opportunities. You need a strong ground-based poking game because you have no means of knocking your opponent down from mid-range to score point-blank range for free. You must wear them down with lots of pokes to get close and push them back.



Option 2: Jumping over an attack

Instead of rushing in on the ground, hover at midrange, pecking away at an opponent's limbs with crouching MK. If you have a charge from holding back, do crouching MK ⇒ HP Kiko Ken. A trick many players use to poke from the edge of foot game range is to hold the charge for a special move in advance, then when crouching MK is performed as a poke, complete the Kiko Ken motion and hit HP even though the opponent is out of range. If they move forward or stick a limb out and the crouching MK hits, the HP Kiko Ken cancels, and if not, nothing happens, as normal moves can only cancel if they actually connect, blocked or not. This is applicable to many situations with many characters. Try to get them into a back-and-forth poking or projectile war with crouching MK, standing LP, and Kiko Kens, then anticipate one of their attacks or projectiles and jump over it. Come down on them with late jumping HP, crouching LK ⇒ HK to score good damage and a knockdown. If you have Super Meter available, land and do standing LP ⇒ LP ⇒ LK ⇒ Level 1~3 Senretsuo Kyaku.



Basic Strategy

Offensive Notes

The Sen'en Shu is completely invincible briefly at the start and must be blocked high. While this move truly comes into its own in Street Fighter Alpha 2, it is still useful here, whether to pass through projectiles on reaction or to create a low-high mixup when canceled into from crouching MK. The button strength used determines the distance you flip, with HK being the longest distance, and thus the most useful for passing through attacks or keeping up pressure off of pokes. The Kaku Kyaku Raku (↵ + MK) can also be used up-close to force them to block high. It can often be difficult to punish even though you're left at a disadvantage, as you can land in odd positions or on an unexpected side. Jumping LK and MK both work as cross-ups, but can be relatively difficult to aim because of Chun-Li's lofty jump—your opponent usually has time to simply move forward to avoid the attacks. Jumping LK is interesting since it is active for the entire jump, thus very useful for jump-in ticks and pixie-like attacks. The Yo So Kyaku (↓ + MK while airborne) can be useful to bounce off their head to switch sides or escape a corner, but potential usefulness is limited since it can be blocked low, so it cannot be used as an instant overhead knockdown if performed point-blank.



Defensive Notes

The Tensho Kyaku is not as useful as it might be for anti-air if it was a motion move rather than a charge. However, it is still great against expected jump-ins, as a reversal on wake-up, or after blocking moves point-blank. For the majority of the time when you will not have a charge ready, standing HK works just fine as anti-air. If you anticipate a jump you can also jump with them and air throw or HK. The Kiko Sho Super Combo works well as anti-air too if you feel like burning meter. Chun-Li's Alpha Counter (↵ ↘ ↓ + Kick) resembles crouching MK and floors the opponent. This is essentially the only way you can knock your opponent down from outside the point-blank range of your crouching HK sweep. Finally, while being defensive-minded and storing a backward charge, if you block a move that ends with the opponent at a disadvantage (like most sweeps) or if they whiff a move and your reactions are good, Senretsu Kyaku blows them away.



Advanced Tactics

What Projectile?

Chun-Li's Sen'en Shu and Senretsu Kyaku can both be used to circumvent projectiles and hit the opponent.



Without a charge—you block Ryu's crouching MK and sense a Hado Ken coming to keep on the pressure.



Perform HK Sen'en Shu and you will nail Ryu as his Hado Ken sails harmlessly away.



With a charge—you block Ryu's crouching MK, and this time you're even more ready.



The Senretsu Kyaku passes through the Hado Ken and Senretsu Kyaku blows Ryu away.

Juggle Fun

After a successful Senretsu Kyaku or Kaku Kyaku Raku, the opponent is briefly in a juggle state. If you are very fast, you can score a lot of extra damage. After a Kaku Kyaku Raku mid-screen, you can immediately juggle with HK Tensho Kyaku if the Kaku Kyaku Raku hit very deep. In the corner, you can also juggle after a Kaku Kyaku Raku with a Kiko Sho. Mid-screen, after a successful Senretsu Kyaku Super Combo, you can immediately juggle with a Tensho Kyaku or a Hazan Tensho Kyaku Super Combo. The timing on either juggle is hard mid-screen, and usually requires that the Senretsu Kyaku connected at point-blank range (using a Level 2 Senretsu Kyaku makes juggling afterward much easier, as it advances slightly more than a Level 1). In the corner it's much more lenient, thanks to the corner keeping them close. Both Tensho Kyaku and Hazan Tensho Kyaku juggle easily after a Senretsu Kyaku in the corner. The corner also allows a Kiko Sho Super Combo to juggle right after a Senretsu Kyaku, just like with the Kaku Kyaku Raku. Finally, while it's difficult and not usually feasible, if you land a Kiko Sho in the corner you can juggle immediately after with a Tensho Kyaku or Hazan Tensho Kyaku too!



Combos

Command Sequence

Jump-in cross-up MK, standing LP ⇒ standing LP ⇒ crouching LK ⇒ crouching MK ⇒ HP Kiko Ken or HK Sen'en Shu

Standing LP ⇒ crouching HK

Corner only—Jump-in HP, standing LP ⇒ standing LP ⇒ standing LP ⇒ standing LK ⇒ Level 2 Senretsu Kyaku, juggle with Level 1 Hazan Tensho Kyaku or Kiko Sho or Tensho Kyaku



CHUN-LI

DAN

Dan's Objective

Master of the Saikyo-ryu style of fighting, Dan is a force to be feared in Street Fighter Alpha! OK, not really, but this self-taught powerhouse still has a few things going for him. Because of his lack of defensive options, reliable combos, and useful special moves, your aim with Dan is to lean on what you DO have and rush your opponent, not letting them take the offensive, all the while building meter to land Super Combos.



Throws

Seoi Nage

← or → + MP or HP while close

Special Attacks

Name	Command
Gado Ken	↓↘→ + Punch
Koryu Ken	→↓↘ + Punch
Danku Kyaku	↓↘↙ + Kick

Super Combos

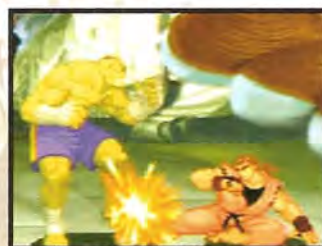
Name	Command
Shinku Gado Ken	↓↘→↓↘→ + Punch
Hissho Burai Ken	↓↘↙↓↘↙ + Kick
Koryu Rekka	↓↘→↓↘→ + Kick

How to Accomplish Dan's Objective

Option 1: Rush them down, Saikyo-style

It is relatively easy to get close with Dan—simply jump forward or perform an HK Danku Kyaku, which forces them to block and keeps you relatively low to the ground. Even if blocked, you are not at a disadvantage, though you may have to deal with an immediate throw attempt. When you are jumping in, use HK or HP for their increased priority over other jumping attacks. If you get close enough, attempt to cross-up with jumping MK. If the cross-up hits, land with crouching LP ⇒ HP ⇒ HK Danku Kyaku. This does significant damage and places them in the corner. This combo is inconsistent when not performed via cross-up. If you connect with a jump-in from the front, you may consider just doing crouching LP ⇒ LP ⇒ crouching HK to insure a knockdown, which you can then of course follow with another cross-up attempt. Using the crouching LP ⇒ LP combo allows you to verify whether they've blocked or not, allowing you to choose between crouching HK for the knockdown, or a walk-up throw, or repeat cross-up attempt on the fly. In between cross-up and jump-in attempts,

poke with crouching MK and HK. Mix in throws whenever possible—without low-hitting chains or an overhead, you need to do whatever you can with Dan to make an opponent guess high or low.



Option 2: Foot games and landing supers

If you want to hang back a bit with Dan, you can stall on the basis of your foot games with normal moves for quite some time, usually to build meter to open up Super Combo options. While Dan's Shoryu Ken equivalent, the Koryu Ken, has absolutely no invincibility and is useless in most traditional Shoryu Ken situations, you aren't hurt too badly by it for anti-air as your crouching HP fulfills that role nicely. Versus a grounded opponent, crouching MK and HK both make decent pokes and both can be cancelled into Gado Kens. The Gado Ken, Dan's underachieving Hado Ken knock-off, doesn't travel very far, but is useful for Hado Ken-like applications provided your opponent is close enough. Gado Ken should always be performed with HP—the range on LP and MP is nearly useless. Occasionally switch up a grounded foot game with LK and HK Danku Kyakus, then throw or perform crouching LP if the Danku Kyakus are blocked. Eventually you will have meter built, and a number of threatening options open up for Dan. Add Shinku Gado Ken to your list of worthwhile foot games, as the range on the Super Combo version of the Gado Ken is actually very decent, and it comes out quickly. Be on the lookout with meter for openings to land crouching LP—crouching LP ⇒ LP ⇒ Level 1~3 Hissho Burai Ken is an excellent combo that is verifiable—if they block the crouching LPs simply walk up and throw them or cross them up.



Basic Strategy

Offensive Notes

Dan's crouching HK sweep knocks your opponent an unusually long distance, which isn't that bad since you want them in the corner anyway. Dan's Shinku Gado Ken Super Combo actually travels a fair distance, and is easily worked into combos by canceling into it from crouching MP, MK, or HK. It is also good during foot games, as you can sometimes anticipate opponent's pokes and react to them with Shinku Gado Ken. The Shinku Gado Ken juggles after a close crouching HK, but if slightly further away (as is the case with a combo like crouching LP \Rightarrow LP \Rightarrow HK, which pushes your adversary back before the sweep actually hits them) the Shinku Gado Ken will not actually catch up to the arc of your opponent's body, so reserve chains into crouching HK \Rightarrow Shinku Gado Ken for the corners. Dan's Koryu Rekka Super Combo juggles very well after a close crouching HK. His Hissho Burai Ken Super Combo has a vacuum effect and will suck opponents in once it starts hitting to insure that all of the hits connect. Even still, this effect is unreliable, so it's wise to only employ this Super Combo in chains that keep you close to your opponent, like point-blank crouching LP \Rightarrow MK \Rightarrow Level 1~3 Hissho Burai Ken.



Dan and Ryu are engaging in foot games. Dan steps back for a moment to taunt Ryu. Ryu is furious!



Dan senses Sagat's agitation on Dan's path for revenge. He taunts Sagat boldly!



Dan stands defiant in Akuma's face!

Most characters can choose to taunt once per round by hitting Select. You are vulnerable during this period, so use it with caution! Custom Combos and Variable Combos harbor an exception—your use of taunts during those actions is not limited. Also, Dan has unlimited taunts in every game, even when selected in X-ISM in Alpha 3. Throughout the series he later develops special taunts and even a Super Combo Taunt! Have fun finding ways to work Taunts into your matches to frustrate and amuse your opponents.



Combos

Command Sequence

Jump-in cross-up MK, crouching MP, link crouching LP \Rightarrow HK

Jump-in cross-up MK, crouching LP \Rightarrow HP \Rightarrow HK Danku Kyaku

Corner only, jump-in HK, crouching LP \Rightarrow HP \Rightarrow HK Danku Kyaku, juggle with Level 1~3 Koryu Rekka

Defensive Notes

As stated, the Koryu Ken suffers severely in the priority department, and is unreliable as a counter. However, Dan has an excellent crouching HP to essentially replace it, along with a strong Alpha Counter (Dan's Alpha Counter resembles his sweep and knocks down, $\leftarrow \downarrow +$ Kick) and a crouching LK that has the reach of most other character's crouching MKs (though unfortunately it cannot chain to HK). These tools allow you some opportunity to pry feisty opponents off so you can get back to imposing Dan's threatening offense.



Advanced Tactics

Provoke Your Foe! Triumph or Die!

All characters on the Street Fighter Alpha Anthology save for X-ISM characters in Alpha 3 have taunts, or personal actions. You will engage in a brief razzing of your opponent, during which you are completely vulnerable. A few taunts actually have hitting properties, though the damage and overall usefulness is nil. Outside of trying to find the most embarrassing way to defeat your opponent, taunts serve to rile up your opponent.

GUY

Guy's Objective

There's really no putting this gently—Guy in Street Fighter Alpha is an absolute beast. Any clean hit from Guy is potentially a touch of death. With more mobility than anyone else in the cast, incredible foot game options, and devastating combos that deal direct damage and stun damage in buckets, Guy is one of the best fighters in the game. While it might sound overly simple, your goal with Guy is to basically hit your opponent cleanly. Often, opponents may be so wary of that single touch of death hit (that you may never actually land), but you can pick them apart with his fierce pokes and throws instead.



Throws

Seoi Nage	← or → + MP or HP while close
Tsukami Nage	← or → + MK or HK while close (mash Punch or Kick)
Izuna Otoshi	← or → + MP or HP while close in midair

Special Attacks

Name	Command
Sankaku Tobu	Jump toward a screen edge and hold the opposite direction while airborne
Hiji Otoshi	↓ + MP while airborne
Kubi Kudaki	→ + MP
Kamaitachi	↘ + HK
Bushin Izuna Otoshi	↘ → + Punch, then Punch when close
Izuna no Hiji Otoshi	↘ → + Punch, then Punch while far
Hayagake: Kyuteishi	↘ → + LK, then press Kick
Hayagake: Kage Sukui	↘ → + MK, then press Kick
Hayagake: Kubikari	↘ → + HK, then press Kick
Bushin Senpu Kyaku	↘ → + Kick

Super Combos

Name	Command
Bushin Hasso Ken	↘ → ↘ → + Punch, then press Punch
Bushin Gorai Kyaku	↘ → ↘ → + Kick

How to Accomplish Guy's Objective

Option 1: All-out aggression

Guy's long, floaty jump, his Bushin Izuna Otoshi, and his Hayagake series of special moves insure that you can always get close when you feel like it. Standing MK and HP are extremely good pokes with huge range that can be canceled into the Izuna no Hiji Otoshi or Hayagake: Kyuteishi to get inside in almost total safety. Immediately after poking with MK or HP ⇒ Hayagake: Kyuteishi, Guy is at point-blank range at a very slight disadvantage. Used in moderation, opponents will not be ready to punish this

on reaction and you can immediately throw or perform a crouching LK—if they guess wrong on blocking or reversing versus Tech Throwing it's game over. If your opponent gets wise to your Hayagake: Kyuteishi attempts, switch it up with Hayagake: Kage Sukui here and there to stop their counters and keep them guessing. Meanwhile, all the time you're in close, you can often land many Kubi Kudaki overheads with no resistance, as your opponent is worried about crouching LK or throws.



Option 2: Hit and run

Guy has a lot more than rocket-propelled attacks. You can easily lean on his mobility options to create more openings. Beyond HP and MK poking range, jumping forward gives you three options: you can cross-up with MK, land directly on top of them with HK, or hit ↓ + MP (the Hiji Otoshi) to pull up short and land back in HP and MK range. By mixing these up, you can use the HK and MK jump-ins to make your opponent anxious to try and use strong counter-moves to stop your jumps instead of trying to guess on blocking the cross-up. Once they're worrying about that, you should start pulling up short with Hiji Otoshis, so their counter-moves whiff, often in a position for you to destroy them for it. Beyond poking range is also an ideal range to punish projectile attempts on reaction with Bushin Izuna Otoshi. You can also use Bushin Gorai Kyaku when they throw projectiles if you have Super Meter to burn—right after activation the Super Combo is briefly invincible and will pass through them. If they grow adventurous and advance on you, use Guy's ↓ + HK slide-style sweep to make them hesitant. You can also counter their limbs from a surprisingly long range with the Kamaitachi (↘ + HK).



Basic Strategy

Offensive Notes

So you've landed crouching LK, either through a jump-in or a mixup. Now what? Your combo options are amazing. Chain standing MP \Rightarrow HK, then link standing HP \Rightarrow Hayagake: Kage Sukui for big damage, a potential dizzy, and a knockdown from a slick-looking combo. Sometimes the standing HP linked after the chain to HK will whiff, usually from long range, or if you are hitting a crouching opponent. If you're worried about HP whiffing and messing up the combo, simply use standing MK \Rightarrow Hayagake: Kage Sukui after the chain to HK. While you don't really need Guy's Super Meter to be horrifying, you can also chain to crouching HP \Rightarrow Bushin Gorai Kyaku in place of chaining to HK, if you feel a need to burn meter in combos. Be wary that from certain ranges canceling into the Bushin Gorai Kyaku might whiff, ending the combo. Even when it hits, they can use Aerial Recovery out in the middle of the combo. Finally, as a nice corner option you can throw with \rightarrow + MK or HK, in which Guy grabs his opponent and knees them several times before releasing them. After the release, you can juggle with either his Bushin Senpu Kyaku or Bushin Hasso Ken Super Combo. Much like his overhead, this will work as often as the opponent's main concern is usually avoiding potent Chain Combos, not throws.



Defensive Notes

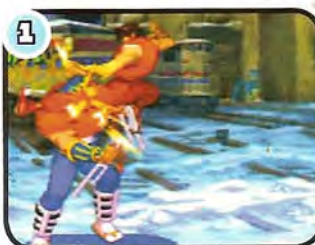
Guy's Alpha Counter (\leftarrow \rightarrow + Kick) resembles his crouching MK. Crouching MK is a useful poke that hits twice. The first hit is cancelable and is nice for transitioning to Hayagake moves, while the second hit counts as a sweep and knocks down. The Alpha Counter version just hits once and always knocks down, and as you don't usually need Super Meter for Super Combos, it can be very useful to Alpha Counter as often as possible. Opponents will be unable to deal with your potent offense, but also powerless to reverse the momentum when every counter-poke attempt gets Alpha Countered. Guy's Bushin Senpu Kyaku can also be used as a reversal if needed. As anti-air you can use crouching HP \Rightarrow HK Bushin Senpu Kyaku for a nice juggle.



Advanced Tactics

Touch of Death

With all the tools mentioned Guy would be a strong character regardless, but he's pushed over the top by his capacity to end a round in one hit, no matter how much life your opponent has left. While the second part of this sequence usually requires that the opponent is cornered, the first part of the sequence is likely to put them there anyway.



Connect with a jump-in HK.



Land and chain crouching LK \Rightarrow standing MP \Rightarrow HK, then link standing HP \Rightarrow MK Hayagake: Kage Sukui.



The opponent is dizzied. Take advantage by starting another jump-in combo with HK.



Land and perform standing MP \Rightarrow HK, then link standing HP \Rightarrow HK Hayagake: Kubikari.



The opponent is re-dizzied! From here, you can basically sneeze on them and end the round from full life.

Combos

Command Sequence

LP \Rightarrow LP \Rightarrow MP \Rightarrow HP \Rightarrow HK

Jump-in HK, crouching LK \Rightarrow standing MP \Rightarrow HK, link standing HP \Rightarrow Hayagake: Kage Sukui

Jump-in cross-up MK, crouching LK \Rightarrow standing MP \Rightarrow crouching HP \Rightarrow Bushin Gorai Kyaku

Kick Throw near a corner, juggle with Level 1~3 Bushin Hasso Ken

GUY

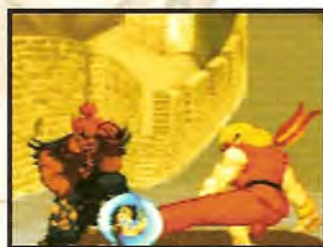
KEN

Ken's Objective

Ken's Zenpo Tenshin roll in Street Fighter Alpha is one of the best special moves in the entire game. Ken can cancel into this special from many of his normals, including several of his Heavy attacks. When Ken cancels into his LP Zenpo Tenshin after a Heavy attack, he retains advantage and can act before his opponent, whether it is blocked or not. Thus, between his Zenpo Tenshin, Chain Combos, and strong cross-up, your objective with Ken is to get in your opponent's face and push them into a corner.



of his game, as opening with crouching LK ⇒ LK is enough time to verify whether they have blocked or not, allowing you to adjust from there.



Throws

Jigoku Guruma	← or → + MP or HP when close
Tsukami Nage	← or → + MK or HK when close (mash Punch or Kick)
Jigoku Fusha	← or → + MP or HP while close in midair

Special Attacks

Name	Command
Inazuma Kakato Wari	→ + MK
Hado Ken	↓↘→ + Punch
Shoryu Ken	→ ↓↘ + Punch
Tatsumaki Senpu Kyaku	↓↘← + Kick
Zenpo Tenshin	↓↘← + Punch

Super Combos

Name	Command
Shoryu Reppa	↓↘→ ↓↘→ + Punch
Shinryu Ken	↓↘← ↓↘← + Kick (mash Punch or Kick)

How to Accomplish Ken's Objective

Option 1: Use the Zenpo Tenshin

Alpha's Chain Combo system allows you to do something with Ken you can't do in any other game—crouching LK ⇒ LK ⇒ MK ⇒ HK ⇒ LP Zenpo Tenshin. Once an opponent has blocked the first LK there is nothing they can do to stop this except Alpha Counter. You hold them in Blockstun and get a free roll at the end, ending up right where you started and with very slight advantage—another crouching LK without any fear of reprisal. This allows you to basically just repeat the sequence. Of course, if they let the LK hit them, the rest chains and causes a knockdown. In this case, you should cancel to HP Zenpo Tenshin instead of the LP version, rolling Ken directly next to their body and opening up a number of wakeup options. You have many more options besides just this after Ken's crouching LK, but this is the foundation

Option 2: Bait jump attempts

Ken has the Zenpo Tenshin—Ryu has a stronger and faster Hado Ken. This causes the main divergence in their playstyles, but Ken can adopt Ryu's style in a pinch if a more cautious approach is needed. Adjust your position to just outside their poke range and throw HP Hado Kens at your opponent. Occasionally whiff LP to bait them into jumping—Ken's Shoryu Ken is even better than Ryu's, with more horizontal range. Use LP Shoryu Ken as late anti-air, or to hit stray limbs if you anticipate them. If they jump and you're not ready to Shoryu Ken, simply anti-air them with Ken's standing MP or MK—these normals are almost foolproof anti-air. Try not to give up too much ground. Jump straight up over their projectiles and don't move backward. Use Hado Kens and Ken's strong pokes like crouching MK and standing LK or HK to move them slowly backward. Any of these normals are cancelable into Hado Kens to push an opponent back even further. At any time, it's easy to transition back into a roll rushdown simply by stepping inside of their poke range and countering their limbs with crouching HK ⇒ Zenpo Tenshin, or by performing any strong poke into a Zenpo Tenshin.



Basic Strategy

Offensive Notes

While chains into the Zenpo Tenshin are Ken's meat and potatoes, they are not the only thing you can do following crouching LK ⇒ LK.



Perform crouching LK ⇒ LK to get them blocking

Crouching LK ⇒ LK is Blocked



1 Chain the second LK into crouching MK ⇒ HK ⇒ LP Zenpo Tenshin to hold them in Blockstun and end up just slightly behind where you started. Ken becomes even more dominant in the corner, where the roll insures you are never pushed out at all after being blocked.



2 If you are sure they will block the first crouching LK, you can forego performing another LK and instead chain the first LK into the Inazuma Kakato Wari overhead (↔ + MK). From here you can link crouching HK to floor them if it hits. If it's blocked, perform crouching HK ⇒ MP Zenpo Tenshin or HP Hado Ken for more pressure and control.



3 Stand briefly to make the crouching LKs look like ticks. From here, you can either step forward and throw your opponent, or perform another crouching LK to go right back to the beginning.

Crouching LK ⇒ LK Connects Successfully



1 The crouching LKs give you time to verify whether or not they're actually hitting, allowing you to cancel the second LK into a Shinyu Ken or Shoryu Reppa Super Combo on reaction.



2 Chain crouching MK ⇒ HK ⇒ HP Zenpo Tenshin. The HP roll places you directly in front of them as they wakeup.

Wakeup



1 Your wakeup options are just as strong. Once the roll game floors them, you can simply crouching LK on wakeup and repeat the whole process. Or, you can LP Zenpo Tenshin just as they get up to roll behind them, and LK from there. If you step slightly backward just before the LP Zenpo Tenshin, it won't cross over them—but they might still expect it to. In this way, you can essentially perform ambiguous cross-ups on the ground. This is especially useful after knocking them down with the crouching LK ⇒ LK ⇒ MK ⇒ HK ⇒ HP Zenpo Tenshin string.



2 You can also simply perform Ken's Inazuma Kakato Wari overhead on wakeup at point-blank range. While this leaves you slightly open to strong wakeup reversals like Super Combos, it's still useful in moderation. If the overhead connects at point-blank range, you can link crouching MK ⇒ standing HK afterwards for nice damage. Of course, you can also perform the Inazuma Kakato Wari immediately following any Zenpo Tenshin tricks—make them guess not only between left or right block with Zenpo Tenshin, but also between high or low block with the threat of crouching LK versus the Inazuma Kakato Wari!

If all that wasn't enough, Ken also has one of the best jump-in cross-ups in the game—jumping MK. It has a huge hit range on either side and opponents cannot crouch under it to avoid it like they can with some cross-ups, like Ryu's and Rose's. If it connects you can easily combo crouching LK ⇒ standing LK ⇒ HP Shoryu Ken for huge damage without meter use, and if it's blocked you can throw or go right back to pressure setups with crouching LK.



Defensive Notes

A Ken player isn't often on the defensive, but when necessary, all the pokes listed in the Option #2 section are useful to interrupt opponents. Of course, you can also just insert your own crouching LK to disrupt your opponent's plans and go right back into the roll rush. Level 1 Shinyu Ken Super Combos can also be useful to try and catch opponents as they pressure you at close-range. It will catch any limb they stick out and suck them in, and if they block it can be hard to hit you back afterward because it pushes them away. It also does significant Chip damage—be sure to mash the buttons for maximum effect. Ken's Alpha Counter is his HP Shoryu Ken. Interestingly, the Alpha Counter version doesn't have the regular flaming HP Shoryu Ken's horizontal range or multiple hits, so it's not as useful.

Advanced Tactics

Looking to wow your audience? If you land crouching or standing HP you have a good chance to try. Cancel standing or crouching HP into LP Zenpo Tenshin, then IMMEDIATELY perform HP Shoryu Ken upon recovery from the roll. Remember Ken's slight advantage after a heavy attack canceled into the LP Zenpo Tenshin? This is exactly enough time to link the flaming HP Shoryu Ken after the roll! Your timing must be perfect, but the damage is huge. As a side bonus, even if your timing is off, if they stick anything out after the roll to interrupt you, the Shoryu Ken will catch them anyway! Try using this in combos, like cross-up MK, crouching LK ⇒ HP ⇒ LP Zenpo Tenshin, HP Shoryu Ken.

Combos

Command Sequence

Point-blank, → + MK, link crouching MK ⇒ standing HK
Slightly further, → + MK, link crouching HK
Jump-in cross-up MK, crouching LK ⇒ HP ⇒ HP Shoryu Ken or Level 1~3 Shoryu Reppa
Jump-in HK, crouching LK ⇒ LK ⇒ MK ⇒ HK ⇒ HP Zenpo Tenshin

RYU

Ryu's Objective

An old faithful of Street Fighter, the Japanese warrior is not much different here than in previous Street Fighter titles. He still has his powerful Hado Ken, strong pokes, and infallible anti-air in his trusty Shoryu Ken. Because of all this, your primary goal as Ryu is to control mid-range and bait your opponent into jumping or committing errors.



Throws

Seoi Nage	← or → + MP or HP while close
Tomoe Nage	← or → + MK or HK while close

Special Attacks

Name	Command
Sakatsu Wari	→ + MP
Senpu Kyaku	→ + MK
Hado Ken	↓↘→ + Punch
Shoryu Ken	→↓↘ + Punch
Tatsumaki Senpu Kyaku	↓↙← + Kick

Super Combos

Name	Command
Shinku Hado Ken	↓↘→↓↘→ + Punch
Shinku Tatsumaki Senpu Kyaku	↓↙←↓↙← + Kick

How to Accomplish Ryu's Objective

Option 1: Hado Ken pressure

Ryu's HP Hado Ken comes out very quickly and can be used as an effective poke. Dance just past the edge of foot game range and throw HP Hado Kens whenever you think they will stick out a poke. At this range an HP Hado Ken is very hard deal with or jump over on reaction, and if they block or get hit by one you can immediately throw another Hado Ken. An HP Hado Ken follow-up will force your opponent to immediately deal with another ranged threat, and at this range if they jump forward over it you can greet them with a sweep when they land. An LP Hado Ken from this range allows you to follow the Hado Ken as it makes its way more slowly to them, gradually helping you push them into a corner. During your Hado Ken flurries, occasionally stick out whiffed LPs to try and bait out jump-ins, which you can easily counter with late HP Shoryu Kens.



Option 2: Foot games

While Ryu dominates mid-range, he also has a strong foot game. It's easy to transition from pressuring with Hado Kens to playing foot games with—a jump-in, LK Tatsumaki Senpu Kyaku, or → + MK Senpu Kyaku closes the gap quickly with an opponent. From close-range you can poke at your opponent with standing LK and crouching MK, buffering in Hado Kens if the pokes connect to add a projectile for more pressure. If they whiff a poke, sweep them with crouching HK and go for cross-up MK on wakeup. After the cross-up you can combo them if they block incorrectly, or tick crouching LK into a throw attempt or Sakatsu Wari overhead (→ + MP).



Basic Strategy

Offensive Notes

From any range (within half a screen) you can Shinku Hado Ken on reaction to thrown projectiles or even whiffed attacks to create an invincible counter-foot game. The Senpu Kyaku is very useful for pressure inside—Ryu hops forward a short distance with a kick that goes over low attacks. You are at almost no disadvantage if the move is blocked, even at point-blank, so you can immediately make your opponent guess between looking for crouching LK, a throw attempt, or occasionally an aggressive point-blank Shoryu Ken to keep them nervous about sticking out normal moves after they've blocked a Senpu Kyaku. On that note, anytime you are pressuring them close-range it can be useful to make educated guesses on Shoryu Kens—nailing your opponent with what appear to be psychic Shoryu Kens when they hit buttons. This will only serve to make them even more wary to stick out moves, provided you are not predictable with your attempts. Along the same line of thinking, it can be useful to completely guess with Level 1 Shinku Tatsumaki Senpu Kyakus at point-blank range or as reversals. You are completely safe if they block, unless they Alpha Counter. If you connect with a crouching LK in close, you have many options. You can simply chain crouching LK ⇒ LK ⇒ MK ⇒ HK for decent damage and a knockdown. You can chain crouching LK ⇒ LK ⇒ standing HP ⇒ HP Hado Ken or Shinku Hado Ken (use the Level 3 for huge damage). Or, against standing opponents, you can chain crouching LK ⇒ standing LK ⇒ HK Tatsumaki Senpu Kyaku.



Defensive Notes

Ryu's Shoryu Ken provides an all-purpose reversal answer—at startup it will beat nearly any attack cleanly. Of course, if you miss you are left wide open, so try only to guess on Shoryu Kens when you are certain they will stick out a move for you to hit. His Alpha Counter (↵ + Punch) is his HP Shoryu Ken—it has good vertical range but poor horizontal range and is mostly useful to avoid Chip damage KO's or jump-ins. Crouching LK can be useful to throw out when being pressured up close—if your opponent eats it just as they try to poke or throw, you can chain it into another LK and follow it into the combo of your choice. If they are projectile-happy, you can use Tatsumaki Senpu Kyaku to pass over their projectiles, and if you are close enough you might hit them before they've recovered. Finally, it can be useful to use aerial Tatsumaki Senpu Kyakus to run away—perform a motion of ↵↵↵ + HK. This combines the motion for the special move with the motion for a backward jump, causing the Tatsumaki Senpu Kyaku to activate just as Ryu jumps backward. Ryu's Tatsumaki Senpu Kyaku when performed aerially makes his jump arc a little bit more pronounced, so when this is it performed backward in this manner Ryu will fly all the way across the screen, usually to a more safe position. It even hits at the start, if performed at close-range. This technique can also be used to perform aerial Tatsumaki Senpu Kyakus going forward, although this is more difficult as ↵↵↵ + HK is counter-intuitive to perform and easy to mess up as you try to go from ↵ to ↵ without touching ↵ or ↵. It can be worth it to practice this, however, as using this technique with a forward arc can greatly help in some situations, like getting out of corners fast.



Advanced Tactics

Ryu, Corners, and You

Ryu, and pretty much any character like him that has a projectile, strong pokes, and anti-air, grows far more deadly near the corner. Because your opponent can no longer back away from you to relieve the pressure, you can suffocate them and force them to make guesses and mistakes.



Corner your opponent with Ryu and floor them.



From the edge of sweep range, you throw an LP Hado Ken so they wake up into it.



Immediately do crouching HK ⇒ HP Hado Ken. They are forced to block the entire sequence, unless they like getting floored again by the HK.

From here, there are many things you can do. Step backward slightly, just outside their poke range, and think about what they will do. If you think they will jump, whiff LP to perhaps bait them into jumping, then use a Shoryu Ken to put them right back into the corner. If you think they will hesitate, throw an HP Hado Ken, which will nail them if they jump late or stick out any attack. Mix this up by occasionally dancing into their foot game range and making them block standing LK and crouching HK ⇒ HP Hado Ken. The goal of all of this is that they stay in the corner, having to guess between blocking Hado Kens and not getting nailed by sweeps. Every time you knock them back down, the entire sequence resets and you can go back to making them block a meaty Hado Ken, followed by whatever you like. Opponents are reduced to guessing on reversal moves, jumping, Recovery Rolling, or Alpha Countering to escape being stuck in the corner forever. All of these except Alpha Countering have the potential to make things even worse for them, and Alpha Countering blows their meter. While Alpha Counters are very strong, they are never as strong as Super Combos, so even if you do eat Alpha Counters here and there, consider that every Alpha Counter that hits you is potentially a Super Combo that didn't. Keep an eye out for Recovery Rolls, which you can easily knock right back into the corner if you're looking for them. Also, based on your opponent's habits, you might leave gaps occasionally and just block, giving them a chance to let you block a reversal Super Combo or moves like a Somersault Shell or Shoryu Ken—leaving you a huge opportunity for their trouble.



Combos

Command Sequence

Jump-in HK, crouching LK ⇒ LK ⇒ MK ⇒ Level 1~3 Shinku Hado Ken
Jump-in cross-up MK, crouching LK ⇒ LK ⇒ standing HP ⇒ Level 1~3 Shinku Hado Ken
Corner only—Jump-in HP, crouching HP ⇒ Level 2 Shinku Tatsumaki Senpu Kyaku, juggle Level 1 Shinku Hado Ken



RYU

M. BISON

M. Bison's Objective

Driven by a lust for power and fueled by the Psycho Drive, M. Bison shows up as a selectable boss in Street Fighter Alpha. M. Bison isn't as strong in Street Fighter Alpha because of his lack of quick and chainable attacks, but the overwhelming strength of his Double Knee Press and Psycho Shot help him make up for it. More reliant than most other characters on his special moves, M. Bison must be played thoughtfully. That being said, your objective with M. Bison is to corner the enemy, granting you a tactical advantage.



Throws

Deadly Throw

← or → + MP or HP while close

Special Attacks

Name	Command
Psycho Shot	Charge ← two seconds, then → + Punch
Double Knee Press	Charge ← two seconds, then → + Kick
Head Press	Charge ↓ two seconds, then ↑ + Kick
Somersault Skull Diver	Punch after Head Press
Somersault Skull Diver	Charge ↓ two seconds, then ↑ + Punch
Vega Warp	← ↓ ↘ or → ↓ ↙ + all three Punches or Kicks

Super Combos

Name	Command
Psycho Crusher	Charge ← two seconds, then → ← → + Punch
Knee Press Nightmare	Charge ← two seconds, then → ← → + Kick

How to Accomplish M. Bison's Objective

Option 1: Throw LP Psycho Shot and follow it

M. Bison's LP Psycho Shot is a useful, slow-moving projectile that you can use to cover your entry into close-range. Throw it from fullscreen, then simply hold forward and move in behind it. Follow the projectile in with standing LK or jump-in HK. If an opponent jumps over the Psycho Shot, anti-air them with crouching HP. Be wary that all of M. Bison's heavy attacks have a slight delay before they actually become active, so more anticipation is required than with other characters. In addition to walking in with ticks or a jump-in, you can follow the Psycho Shot in with his crouching HK slide, which has a nearly fullscreen range. Normally the slide is horribly unsafe if blocked, but with a Psycho Shot covering you, M. Bison is more free to use this move to get close.



Option 2: Double Knee Press pressure

Once inside, you can try to set up Double Knee Presses, mixed up with Head Presses and throws. Get close and perform crouching LP or LK, then pause briefly while charging ↘, then perform crouching MK ⇨ Double Knee Press or Head Press. Vary between performing Head Presses and Somersault Skull Divers that either hit or pull up short (after a Somersault Skull Diver or Head Press, you can determine the direction M. Bison travels with ← or →). Use jump-in HK to stay on top of them if they try to escape, or simply hesitate and perform HK Double Knee Presses late as they attempt reversal moves or backward jumps. Interrupt any of this occasionally by walking up and throwing unexpectedly.



Basic Strategy

Offensive Notes

M. Bison's standing LK is a terrific close-range poke, allowing you to advance with great freedom and advantage. Walk forward and use standing LK to tick after following LP Psycho Shots, or in any situation, then mix it up by throwing. Standing MK is also a great poke, though lacking in follow-up options. If you continually achieve close range without much effort, poke with standing LK and crouching LK, then hesitate and do crouching MP \Rightarrow HP Psycho Shot in addition to pressuring with Double Knee Presses. Occasionally throw in Head Presses and Somersault Skull Divers to keep your opponent honest. Somersault Skull Diver, if masterfully placed, can serve as a very late cross-up hit, or can intentionally whiff.



Defensive Notes

In his Alpha Counter ($\leftarrow \downarrow +$ Punch) M. Bison has one of the best counter attacks in the game. This quick punch hits nearly anything quickly and sends an opponent flying to the other side of the screen, in prime position for a follow-up Head Press or Double Knee Press. Standing HK is a good early anti-air, and is useful as a poke when you think your enemy might jump away or towards you. Crouching HP is a good all-purpose frontal anti-air. If you're feeling adventurous you can also use Psycho Crusher Super Combos as anti-air or as a reversal attack after blocking something that puts your opponent at a disadvantage. Anytime you're on the defensive, look for opportunities to stick in crouching MK \Rightarrow Double Knee Press. This is a very quick reversal of fortune for your opponent if it hits, and even if it doesn't you can try for a throw immediately after. The Vega Warp can be useful as well on the defensive—just like Akuma's teleport, this move can escape traps and corners easily, and even works as a reversal. The buttons determine the distance traveled—the Vega Warp with Punches tends to move you a longer distance than the Vega Warp with Kicks—while the direction the move is performed in determines the destination. Somersault Skull Divers can also be used as evasive defensive maneuvers. Perform the move, then instead of aiming for your opponent, aim as far away as possible.



Advanced Tactics

Crouching MP Corner Link

A big M. Bison weakness is the lack of verifiable hits and combos. In the corner, happily, you gain an option or two you don't normally have.



Jump in with M. Bison and hit HK.



Land and perform a crouching MP.



Link into crouching LK and verify the hit.



Cancel the LK into a Knee Press Nightmare or Psycho Crusher for rewarding damage.

Combos

Command Sequence

Jump-in HK, crouching MK \Rightarrow HK Double Knee Press

Jump-in HP, crouching MP \Rightarrow HP Psycho Shot

Corner only, crouching MP, link crouching LK \Rightarrow Knee Press Nightmare or Psycho Crusher



M. BISON

ROSE

Rose's Objective

First introduced in the Alpha series, Rose is an interesting character with counter-measures specifically built-in to counter standard characters like Ryu, Sagat, and Ken. She has the Soul Reflect to absorb or reflect projectiles, her Soul Spark to wage zoning wars, Super Combos, and terrific normal moves. Between all these, and a few advanced tricks, your goal with Rose is to slowly push your opponent into the corner, where many of Rose's tricks become fatal.



Throws

Soul Drain ← or → + MP or HP while close

Special Attacks

Name	Command
Sliding	↘ + MK
Soul Spark	←↘↗ + Punch
Soul Throw	→↘ + Punch
Soul Reflect	↘↗ + Punch

Super Combos

Name	Command
Aura Soul Spark	↘↗↘↗ + Punch
Aura Soul Throw	↘↗↘↗ + Punch
Soul Illusion	↘↗↘↗ + Kick

How to Accomplish Rose's Objective

Option 1: Slide rushdown

Rose's Sliding command normal (↘MK) leaves you at an advantage if it connects from outside of point-blank range, and even if it is blocked at point-blank range your disadvantage is so small that it's almost completely irrelevant. This means you can essentially abuse Sliding to poke and annoy as much as you want. Because of its low profile and high priority your opponent will be forced to guess on reversal moves and Super Combos, or take to the air to try to avoid Sliding traps. The goal of Sliding repeatedly is to push your challenger backwards and to set up mix-ups and mind games. Usually right after Sliding you are considerably closer to your opponent than before, close enough to step forward and go for a throw, or crouching LK ⇌ HK to floor them. You can also poke after Sliding—crouching MP has absolutely ridiculous priority and cleanly beats almost all pokes at close to mid-range. Crouching HK is Rose's sweep—it has huge range just like Sliding, and can also be canceled.

You can cancel from a sweep into Soul Sparks for more pressure, or cancel sweeps into Super Combos for damaging juggles.



Option 2: Zone and bait

A more conservative approach, instead of abusing Sliding you can hang slightly back outside of foot game range. From here, you can whiff Soul Reflects to build Super Meter. If they throw a projectile as a poke, attempt the Soul Reflect will either absorb it or reflect it back. Usually absorbing by performing Soul Reflect with LP is the best option—the amount of Super Meter given to you is significant and will quickly make your opponent think twice about feeding you projectiles, especially since Rose converts Super Meter into damage better than just about anyone in the game. Every projectile you absorb also slightly powers up your Soul Sparks. You can also use Rose's huge sweep to floor opponents from outside their own foot game ranges. Standing HK is also a strong poke option that will catch jumps just as they leave the ground if they expected to jump over a sweep. Hold your ground, poke at them with crouching and standing HK along with occasional Soul Sparks and whiffed Soul Reflects, and wait for your opponent to get frustrated. Counter jump-in attempts with crouching HP. When you score knockdowns, cross them up on wakeup with jumping MK and combo or throw them. Unfortunately, they can avoid this cross-up simply by crouching, but there's no guarantee THEY know that.



Basic Strategy

Offensive Notes

The goal of pushing them into the corner is to set up some damaging Super Combo options. Landing a crouching LP near the corner with only one Super Meter is basically a touch of death if your execution is solid. If you catch them off-guard with their back near the corner, perform crouching LP ⇌ LP ⇌ MP ⇌ Level 1 Soul Illusion, immediately link Sliding after the screen freeze, link Sliding four more times, then link crouching HK.

This combo does huge damage, and more importantly causes a dizzy. If you've landed this combo they are likely finished already, and it's a simple matter of a free jump-in combo to complete your opponents loss. You also have many pressure options that open up once you have your opponent cornered—do Sliding, crouching HK \Leftrightarrow LP Soul Spark over and over, as a trap of sorts. The escape from the trap is to jump straight up when Rose is about to do another Sliding—then they can fall on Rose as she recovers from Sliding and combo her. After a repetition or two of Sliding, crouching HK \Leftrightarrow LP Soul Spark, you should hesitate if you think your opponent will jump. Either do a standing HK to catch them, or just wait for the jump and let them land on an Aura Soul Spark Super Combo, which is not air blockable. The only negative aspect to pushing your opponent into the corner with Rose is that your throw loses its usefulness. As Rose you cannot pick the direction you throw them, and you will always throw them opposite the direction you are facing, so if you throw a cornered opponent they will end up back at mid-screen. However, at midscreen you can still deal huge damage with your Super Meter—if an opponent leaves you an opening when you have a full Super Meter, perform crouching MP \Leftrightarrow Level 1 Soul Illusion and immediately link a Level 2 Aura Soul Spark after the screen freeze from the Soul Illusion activation for a combo that does absolutely insane damage and virtually guarantees victory!



Defensive Notes

At first glance the Soul Throw and Aura Soul Throw may seem like terrific anti-air moves, and in later Alpha series games they certainly are (in Street Fighter Alpha 2 these moves are amazing). In Street Fighter Alpha, however, even after getting hit by these attacks your opponent can Recovery Roll and hit you for free as you are still landing from throwing them. This makes these moves very dangerous to rely on, especially in a game where leaving one opening at all against certain characters usually means you just lost. The solution is to use these moves only against opponents who are not consistently Recovery Rolling (or who don't know that you can Recovery Roll Rose's anti-air throws), or to only use these moves when they will KO your opponent. Luckily, these moves deal a large amount of damage, so they still have their uses. If the opponent has 30% life left or less, all it takes is one stray crouching LK poke to connect for you to chain to crouching HK \Leftrightarrow Aura Soul Throw (which juggles off of the sweep) to end the current round.



Advanced Tactics

Alpha Counter into Touch of Death

Normally your goal is to corner your opponent. However, what's to be done when the opponent corners YOU? The answer, if you have at least two levels of Super Meter, is to wait for your opponent to let you block any attack, then destroy their entire lifebar.



Cornered, you Alpha Counter your opponent with \leftarrow \times \downarrow + Punch. Rose's Alpha Counter is a warp that places her directly behind her opponent while they are still performing the move she just blocked.



Rose can link crouching MP after her Alpha Counter.



Cancel crouching MP into a Level 1 Soul Illusion and link Sliding instantly after the screen freeze.



4 linked Slidings and a sweep later and your opponent is dizzy and floored in the corner.

Combos

Command Sequence

Jump-in HP, crouching MP \Leftrightarrow Level 1 Soul Illusion, link Level 2 Aura Soul Spark
Jump-in cross-up MK, crouching LP x 2 \Leftrightarrow MK \Leftrightarrow HK
Jump-in HP, crouching LP \Leftrightarrow LP \Leftrightarrow HK \Leftrightarrow Level 1 Aura Soul Spark
Jump-in HP, crouching MP, link crouching LP \Leftrightarrow HK \Leftrightarrow Level 3 Aura Soul Throw
Jump-in HP, crouching LP \Leftrightarrow LP \Leftrightarrow MP \Leftrightarrow Level 1 Soul Illusion, link Sliding x 4, link crouching HK

ROSE

SAGAT

Sagat's Objective

While Sagat's close-range options are not the best, between his Tiger Shots and Tiger Blow, Sagat has strong tools to cover any point of entry an opponent might use. He also walks backward much more quickly than he walks forward, and with his short-range jump, the only way for him to cover ground quickly is to expose himself with Tiger Crushes or to score knockdowns. That said, your goal with Sagat is to control the mid-range and bait your opponent into making an error, running into your Tiger Shots, or jumping at you when you are ready for it.



How to Accomplish Sagat's Objective

Option 1: Tiger Shot Pressure

You can throw Sagat's Tiger Shots both high and low, and can vary their speed greatly. From just outside foot game range, throw Tiger Shots at your opponent. Tiger Shots with Punch are high and can be crouched under, but are very hard to jump over on reaction. Tiger Shots with Kick are low and are easier to jump over. If you expect that your opponent will try to jump in anticipation of a Tiger Shot, throw an HP Tiger Shot and it will often catch them just as they jump and knock them back. After you've established in their mind that your goal is to zone them with Tiger Shots, occasionally wait and whiff standing LP to get them to jump. Catch them with a late HP Tiger Blow for big damage and a knockdown. If they are jumping from further away, let them land on Sagat's crouching HK.

Throws

Tiger Carry	← or → + MP or HP while close (mash Punch or Kick)
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Special Attacks

Name	Command
Tiger Shot	↓↘→ + Punch
Ground Tiger Shot	↓↘→ + Kick
Tiger Blow	→↘↘ + Punch
Tiger Crush	→↘↘ + Kick

Super Combos

Name	Command
Tiger Cannon	↓↘→↓↘→ + Punch
Tiger Raid	↓↘↘↓↘↘ + Kick
Tiger Genocide	↓↘→↓↘→ + Kick



Basic Strategy

Offensive Notes

For the most part, Sagat's pokes do not have the speed or priority to play an effective close-range game against much of the Alpha cast, but after you score a knockdown through a sweep or Tiger Blow it's time to press the offense. Sagat's jump-in LK is an excellent cross-up attack that can hit very early or late. Crowd your challenger on wakeup and jump-in with LK. You can use this to simply hold them and land and throw, but if the jump-in LK hits you can also land and perform a crouching LK, link standing LP \Rightarrow crouching MK \Rightarrow HK Tiger Shot combo, then go right back to your mid-range control. After the crouching LK you can also link standing LP \Rightarrow MP \Rightarrow crouching HK for a Chain Combo that scores you another knockdown. If you do get involved in foot games, Sagat's crouching HK sweep has surprising range, as do his standing LK and MK. Crouching MK \Rightarrow HK Tiger Shot is also useful to push someone out during foot games. You can also do a crouching MK \Rightarrow LP Tiger Shot—this gives them a chance to try and jump or move after blocking/eating the crouching MK, in which case they will be hit by the high Tiger Shot. Crouching HP is a strong poke at close range, and at point-blank range you can poke with crouching LK, link standing LP and continue to the sequence of your choice to push them out or combo them. Tiger Crushes can be useful to move Sagat toward an opponent quickly, whether it's to close the distance from long-range or to get close to them after you score a knockdown. Tiger Crushes can also be used relatively safely as a sort of heavy foot game-range poke provided that you don't do it too often.



Defensive Notes

Sagat's Tiger Blow alone provides you with a ferocious defense. Every Tiger Blow landed does big damage and floors the opponent, setting up a possible wakeup game. Against jump-ins a late HP Tiger Blow is almost always guaranteed. On the ground, it can be worthwhile in poke range to guess on LP Tiger Blows if you think they will stick out a move—this will score a knockdown too, and make your opponent very afraid of being aggressive. Sagat's Alpha Counter, performed with $\leftarrow \downarrow +$ Punch, is also a variation of his Tiger Blow that hits only once but also scores a knockdown. The horizontal range is poor but the vertical range is huge, so it's useful point-blank or versus jump-ins if you absolutely must get your challenger off you. Against projectile-happy opponents, use Tiger Cannons on reaction to close-range projectiles to blow through their efforts.



Advanced Tactics

Sagat's Corner Cross-up

When you have certain characters flush against the corner, you can perform an unnatural-looking cross-up using HK that will often confuse your opponent and lead to heavy damage. The characters this works on are Chun-Li, Ken, Ryu, Adon, Akuma, Dan, and Sodom. If you jump and perform the HK early, Sagat will pop into the corner at the last second. If you jump and perform the HK deep, Sagat will land on the same side you jumped from. With only a slight variance of timing you can choose which side Sagat lands on, and the opponent is essentially reduced to guessing which way to block.



You jump at your cornered opponent and do an early jumping HK.



Sagat lands in the corner.

Now, the flipside of that option:



You jump at your cornered opponent and perform a jumping HK slightly later.



Sagat lands outside of the corner.

After either option, you should perform a crouching LK. If the opponent allowed the HK to hit them (whether crossing up or not) the crouching LK will combo, and can be linked into a Chain Combo or Super Combo. If the opponent blocked the jumping HK, not only must they basically guess which direction to block because of the HK's cross-up properties, but they must also block low.



Combos

Command Sequence

- Jump-in HK, crouching LK, link standing LP \Rightarrow MP \Rightarrow crouching HK
- Jump-in cross-up LK, crouching LK, link standing LP \Rightarrow crouching MK \Rightarrow HK Tiger Shot
- Jump-in HK, crouching MP \Rightarrow Tiger Raid



SAGAT

SODOM

Sodom's Objective

With a special throw, a throw Super Combo, an unblockable HK, and nearly half-damage combos that do not involve using Super Meter, Sodom is an close range character. Your objective is to close the distance between you and your opponent to point-blank range.



Throws

Shogun Throw ← or → + MP or HP or MK or HK while close

Special Attacks

Move Name	Command
Jigoku Scrape	→ ↓ ↘ + Punch
Butsumetsu Buster	→ ↘ ↓ ↘ ← ↘ ↘ + Punch
Daikyo Burning	→ ↘ ↓ ↘ ← ↘ ↘ + Kick
Koten Okiagari	→ ↘ ↓ + Punch when knocked down
Tengu Walking	← ↘ ↓ + Kick when knocked down

Super Combos

Move Name	Command
Meido no Miyage	↓ ↘ → ↓ ↘ → + Punch
Tenchu Satsu	→ ↘ ↓ ↘ ← ↘ ↘ → ↘ ↓ ↘ ← ↘ ↘ + Punch

How to Accomplish Sodom's Objective

Option 1: Jigoku Scrape and HK slide pressure

Sodom's LP and MP Jigoku Scrapes are relatively safe to pressure with from long-range and allow you to close the distance quickly. The LP version doesn't knock down, but leaves you at a slight advantage from max range. The MP version hits high and can knock jumping opponents out of the air—it can be used against jump-ins from afar or to catch opponents in anticipation, just as they leave the ground. Beware though, as it will whiff against crouching opponents, and is unsafe if blocked. The HP version has huge range, knocks down, and sets up Sodom's monstrous wake up game. Sodom's crouching HK slide is very safe and can go under projectiles and score a knockdown from midrange. Sodom leans on these tools primarily to achieve close range. He can also poke very well with standing HK. HK comes out very quickly, does great damage, and recovers just as quickly as it comes out.



Basic Strategy

Offensive Notes

Sodom's Wake up Game

Once you have scored a knockdown and gained close-range, you can become an absolute monster. Opponents have a number of things to worry about as they rise. Sodom's jumping LK is a strong cross-up, allowing you to pressure at point-blank range and force your opponent to guess high or low. If the cross-up connects you can land and perform LK ⇌ MK ⇌ HK ⇌ HK Daikyo Burning for a nearly half-damage combo that can drag your opponent into the corner. Depending on positioning, you may want to end the combo with an HP Jigoku Scrape instead. While this is slightly less damaging, it leaves you closer to floored opponent. If the cross-up is blocked you can land and try to set up a throw. If you don't think your opponent will allow you an opening to land combos from cross-up or standing LK, try to trick them into eating a Butsumetsu Buster (or its Super Combo variant, the Tenchu Satsu). While most special throws require you to tick into them and wait for Blockstun to end before attempting them, Sodom's special throws have the delay essentially built-in due to their lengthy start-up time. This allows you to cancel into a Butsumetsu Buster from a crouching LP or standing LK, reducing the chance of error in execution and masking your intent. If timed correctly the special throw will grab just as your opponent's Blockstun ends. When they become savvy to your tick throw attempts into Butsumetsu Buster, you can try varying your ticks, such as doing a blocked LK ⇌ MK chain then performing a Butsumetsu Buster, or jumping in with a blocked attack and doing a Butsumetsu Buster without a tick at all.



Defensive Notes

Sodom's Alpha Counter resembles his MP Jigoku Scrape, but improves on it by adding a knockdown. Turn the tables on pressure strings with Sodom's Alpha Counter and transition into your wakeup game. Additionally while Meido no Miyage is an unreliable Super Combo at best (often the first hit will whiff, even in combos), it comes out very quickly and can be useful for catching players who aren't careful as they pressure you—using level 1 Meido no Miyages when you think they will attack or jump at close-range is relatively safe, with a potentially large payoff. If you score a throw you can also juggle with a level 1 Meido no Miyage—the first hit catches them for decent damage, though this is difficult outside of the corner.



Advanced Tactics

Tengu Walking / Koten Okiagari Tricks

Every character in Street Fighter Alpha can Recovery Roll forward—while this is useful for reversing the momentum after being knocked down, it also leaves characters vulnerable. Sodom is the only character in the game who can Recovery Roll *backward*, and he has a move you can only perform while floored to boot.

Tengu Walking

When Sodom hits the ground you can make him land on his weapons and run forward, potentially hitting your opponent and negating your own knockdown. While you are vulnerable during this move, you are also considered attacking and can beat your opponent, or trade with their attack. You also become difficult to hit properly.



Koten Okiagari

Sodom is the only character capable of Recovery Rolling backward. While normally for a large, grappler-style character like Sodom this might seem like a bad thing, you can easily close the gap again quickly through Jigoku Scrapes and Slides. Coming out of a Koten Okiagari immediately with an MP or HP Jigoku Scrape can potentially score an immediate knockdown on an opponent chasing you and lead to quick opportunities.



Unblockable Meaty Standing HK

On top of being your best poke, when performed very meaty, Sodom's standing HK is unblockable. This is because the very end of the active segment of the move is still able to hit but no longer counts as being an active move onscreen, hence the defending character cannot enter a Blocking animation to intercept it. This oversight has popped up occasionally in other Capcom fighting games. The strongest application for this is during wakeup games, where it is easy to insure opponents will rise into the move very late in its animation.

If you score a knockdown, begin your wakeup game opportunities.



Standing HK is performed very early, as your opponent begins to rise.



Your opponent rises into the very end of the move, when it is no longer considered an onscreen attack, but still has hit capability.



Link standing MK from the successful unblockable.



Cancel into either HK Daikyo Burning or HP Jigoku Scrape, scoring another knockdown and an opportunity to repeat the process. Daikyo Burning produces slightly better damage, but leaves you further from your floored opponent, and near the corner. This carries your opponent back into the center of the playing field. Ending combos in an HP Jigoku Scrape does slightly less damage, but leaves you much closer as they get up again, and keeps them in the corner if that's where they were.

Learning to incorporate unblockable standing HK into your game makes Sodom a much more threatening character and makes you far more frightening when you score knockdowns.

Combos

Command Sequence

Jump-in HK, LK ⇨ MK ⇨ HK ⇨ HK Daikyo Burning
Jump-in cross-up LK, LK ⇨ + HP ⇨ HP Jigoku Scrape
Shogun Throw, juggle with Level 1 Meido no Miyage
Meaty HK, link MK ⇨ HP Jigoku Scrape

SODOM

STREET FIGHTER ALPHA 2

Released in arcades in 1996, Street Fighter Alpha 2 represents the introduction of Custom Combos into Street Fighter, as well as the return of old favorite characters and a few new fighters, like Sakura and Gen. Street Fighter Alpha 2 enjoyed a healthy tournament life. In tournaments, Street Fighter Alpha 2 is usually set on Turbo Speed 5.

STREET FIGHTER ALPHA 2 GOLD

Released later in the same year, Street Fighter Alpha 2 Gold featured major and minor tweaks to the Street Fighter Alpha 2 engine, and introduced Cammy as a playable character, along with several new versions of already playable characters. Street Fighter Alpha 2 Gold never saw an arcade release in the USA and, as a result, never really caught on with US players. It was available in the US as part of the Street Fighter Collection for Playstation®. Important differences between Street Fighter Alpha 2 and Street Fighter Alpha 2 Gold are noted in this section.

Secrets

Hidden Characters

Play as Original Chun-Li

Highlight Chun-Li on the character select screen, hold the Start button for 3 seconds, then select Chun-Li normally

Play as Shin Akuma

Highlight Akuma on the character select screen, hold the Start button for 3 seconds, then select Akuma normally

Play as Evil Ryu

Highlight Ryu on the character select screen, hold the Start button, input $\rightarrow \uparrow \downarrow \leftarrow$, then select Ryu normally

Play as EX Dhalsim

Highlight Dhalsim on the character select screen, hold the Start button, input $\leftarrow \downarrow \rightarrow \uparrow$, then select Dhalsim normally

Play as EX Zangief

Highlight Zangief on the character select screen, hold the Start button, input $\downarrow \leftarrow \leftarrow \leftarrow \uparrow \uparrow \rightarrow \rightarrow \rightarrow \downarrow$, then select Zangief normally

Hidden Modes

Last Boss Mode

Select Arcade mode while holding the \square , \circ , and R1 buttons

Dramatic Battle Mode

Select Dramatic Battle mode while holding the \square , \otimes , and R2 buttons

Select Special Route in Survival Mode

Select Survival Battle while holding the R1 or R2 button

Random Battle Mode

Select Versus mode while holding the \square , \otimes , and R2 buttons

Street Fighter Alpha 2 Gold Secrets

Characters

Play as EX Ryu

Highlight Ryu and press the Start button once before selecting normally

Play as Evil Ryu

Highlight Ryu and press the Start button twice before selecting normally

Play as Original Chun-Li

Highlight Chun-Li and press the Start button once before selecting normally

Play as EX Chun-Li

Highlight Chun-Li and press the Start button twice before selecting normally

Play as EX Ken

Highlight Ken and press the Start button once before selecting normally

Play as EX Dhalsim

Highlight Dhalsim and press the Start button once before selecting normally

Play as EX Zangief

Highlight Zangief and press the Start button once before selecting normally

Play as EX Sagat

Highlight Sagat and press the Start button once before selecting normally

Play as EX M.Bison

Highlight M.Bison and press the Start button once before selecting normally

Play using Sakura's Alternate Colors

Highlight Sakura and press the Start button five times before selecting normally

Play as Shin Akuma

Highlight Akuma and press the Start button five times before selecting normally

Play as Cammy

Highlight M.Bison and press the Start button twice before selecting normally

Hidden Modes

Last Boss Mode

Select Arcade mode while holding \square , \circ , and R1

Select Special Route in Survival Mode

Select Survival Battle while holding the R1 or R2 button

Dramatic Battle Mode

Select Dramatic Battle mode while holding \square , \otimes , and R2

Random Battle Mode

Select Versus mode while holding \square , \otimes , and R2

Manual/Automatic Mode

Like its predecessor, Street Fighter Alpha 2 allows you to select either Manual or Automatic mode. Just like Street Fighter Alpha, Manual mode provides you with a three level Super Meter and requires full commands for all moves. Automatic mode provides you with the option to use simplified inputs for Super Combos, and grants you Autoguard, at the cost of having a Super Meter with only one level. In Automatic Mode, Super Combos can be performed by either LP + LK or MP + MK, and Custom Combos are performed normally with HP + HK. Street Fighter Alpha 2's Automatic Mode actually trumps the same mode in the first game of the series by allowing an INFINITE number of Autoguards per round rather than 8 or 10. However, Super Meter is very important in Street Fighter Alpha 2, much more so than in Street Fighter Alpha, so unless you are still very much a novice or a very casual player, you should move on as quickly as possible to Manual mode and take full advantage of a powerful new game system.



Custom Combos

Since their introduction in Street Fighter Alpha 2, Custom Combos (usually just referred to as Customs) have ended up as the dominant game system in nearly every fighting game that they have been present in. Offering potentially huge damage, invulnerability periods, and means by which to land them almost unavoidably. Using and combating Custom Combos well is essential to playing Street Fighter Alpha 2.



Activation

Custom Combos require at least one level of Super Meter saved to activate. Custom Combos in Street Fighter Alpha 2 are activated by pressing either two Punches and one Kick, or two Kicks and one Punch simultaneously. The screen freezes briefly as during a Super Combo, and afterward your character rushes forward, unable to jump or block, trailing a stream of shadows. Just after activation your character is completely invulnerable for a very brief period of time. The more Super Meter you have stored upon activation, the longer the period of invulnerability. During this period you cannot be hit at all—with a level 2 or 3 activation it is even possible to walk through active projectiles or attacks at the very beginning of a Custom Combo. Your Super Meter will begin draining very rapidly as the Custom goes on. The inability to block during a Custom is very important—if you are hit, your Custom ends immediately.



Blowout

If you activate a Custom Combo very close to your opponent while they are not in the process of performing any actions, they will be "blown out" upon activation, showing a Hitstun animation during your Custom Combo screen freeze. Immediately following the screen freeze they are still in this animation, unable to block, allowing you to score the first hits of your Custom Combo for free.



Actions During a Custom Combo

While a Custom Combo is active, you have greatly enhanced abilities, with a few drawbacks. You cannot jump or block during a Custom Combo, and your character will automatically rush forward while standing. You can halt this quick forward movement by crouching, but you are still unable to block.

Exceptions

Characters with special moves that produce motion can still use these to move during a Custom Combo without simply rushing forward. Rolento can use his High Jump, Stinger, Mekong Delta Air Raid, or Mekong Delta Escape during a Custom Combo. Akuma, M.Bison, and Dhalsim players can use their warping moves. M.Bison players can use his Head Press. Other characters, such as Guy and Adon, can also use their movement-producing special moves within a Custom Combo. This is primarily important for Rolento, who gains his highest damage option by using his High Jump during a Custom Combo.



During a Custom Combo, nearly all actions are greatly enhanced. Almost all normal moves become nearly instant and can be canceled, and nearly all special moves gain vastly reduced start-up time and decreased recovery periods. Attacks can be chained and canceled together easily, producing huge combos.

Custom Combos in Street Fighter Alpha 2 Gold

Due to their overwhelming power in Street Fighter Alpha 2 (and in particular absolutely murderous Custom Combos from characters like Chun-Li and Rolento), Custom Combos are mildly toned down in Street Fighter Alpha 2 Gold.

Activation

Custom Combos are activated by pressing any Punch and Kick of the same strength simultaneously—LP + LK, MP + MK, or HP + HK will produce a Custom Combo.

Reduced Invulnerability and Damage

The invulnerability discussed at the very beginning of a Custom Combo is shortened in Street Fighter Alpha 2 Gold. Additionally, the damage of many specific moves within Custom Combos is reduced.

Reduction in Advantage

As will be explained in the Unblockable Low Custom Combos section, Custom Combo activation freezes the screen briefly and creates an advantage for the character who activated the Custom. In Street Fighter Alpha 2, this leads to the most powerful tactic in the game, but in Street Fighter Alpha 2 Gold, these windows of advantage for the Custom user are toned down, such that Unblockable Low Custom Combos are far less powerful.

Chip Damage Customs

The damage special moves do via Chip is not reduced during Customs. Hence, if you can put your opponent into a position to safely pummel them with a lot of special moves quickly, Chip damage can be a viable option.



Advanced Custom Combo Concepts

Unblockable Low Custom Combos

There is a slight delay (fractions of a second) when transitioning from any state to another, such as going from standing to crouching, or jumping to landing. Additionally, there is a slight delay when transitioning from any of those states to actually blocking. When you hold ← or ↘ to block, you do not block instantly. As mentioned before, when a Custom Combo is initiated there is a screen freeze effect, like a Super Combo. Immediately following this freeze, you have advantage over your opponent when you start a Custom. The slight delay from being neutral, to crouching, to actually blocking, and the advantage you have briefly following Custom activation, lead to the most devastating trick in Street Fighter Alpha 2—the Unblockable Low Custom Combo. The Unblockable Low Custom Combo involves activating Custom within sweep range of your opponent, then immediately sweeping after Custom activation and the end of the screen freeze. If your opponent is standing during the freeze when you begin the Custom, they do not have time to transition to blocking low. The sweep hits guaranteed and you can transition to the high damage juggle combo of your choice. Many characters have options to do 40% or more off of just one Super Meter level and an Unblockable Low Custom Combo sweep. With that kind of guaranteed damage, it is easy to see why Custom Combos almost always eclipse Super Combos for meter-use.



Ryu and Charlie are playing foot games just outside sweep distance.



Charlie moves into Ryu's sweep range as Ryu activates Custom.



Charlie is standing during the screen freeze—Ryu immediately sweeps.



Ryu juggles with HK Tatsumaki Senpu Kyaku and HP Shoryu Ken, for big damage and a knockdown.

DO IT BETTER

Custom Combos are important, whether each player likes it or not, and they are often inevitable—no one blocks low 100% of the time within sweep range, or always guesses correctly on not being neutral at point-blank range. Everyone gets hit by Custom Combos, so it's often a case of use it or lose to it! Play foot games with them to bait out long normal moves and activate Custom Combos to counter their attacks. Block cautiously at close-range. Capitalize on any situation where your opponent leaves themselves at an action disadvantage with instant Unblockable Low Custom Combos of your own.

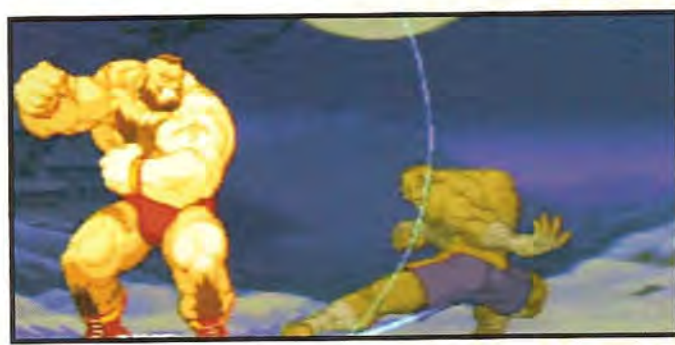


Countering Customs

If it sounds like Custom Combos are almost too good, that's because they are. However, there are still things you can do to avoid them.

ANTICIPATE

As stated, the reason that the Unblockable Low Custom Combo, and Custom Combos in general, are powerful is because they are impossible to react to. By the time the Custom has started it's already too late. This just means you must alter your game a little when playing foot games within sweep range, since being caught standing at any time is potentially the end of the round. Staying very close, within throw range, is also unsafe—Custom activation at that range can cause Blowout, preventing you from blocking at all. For these reasons, be more conscious of being in a low blocking position in advance when you think your opponent may strike, and don't sit around waiting forever at point-blank range, thinking blocking or Tech Throwing will save you. Close-range exchanges do not tend to last very long in Street Fighter Alpha 2!



ALPHA COUNTERS

Another option is to Alpha Counter. If your challenger messes up their Custom Combo at some point and allows you to start blocking, or if they attempt a Chip damage Custom, perform a $\leftarrow \downarrow \rightarrow$ + Punch or Kick and your character will perform an Alpha Counter. This causes your character to cancel Blockstun with an attack and freezes the screen briefly. This is usually enough time for your move to connect, unless you Alpha Counter against a move that recovers very quickly or is invulnerable. Alpha Counters often cause a knockdown, and some are very damaging (like Ken's Kick Alpha Counter). Rose's Punch Alpha Counter does no damage on its own, but can lead to big damage. Unlike Street Fighter Alpha, in which each character had only a single Alpha Counter, in Street Fighter Alpha 2 each character has two—one with Punch and one with Kick.



COUNTER CUSTOM COMBO

If your spacing and foot games are strong, dance in and out of the very edge of your opponent's sweep range, trying to bait them into a Custom activation when their sweep will whiff. When their Unblockable Low Custom Combo attempt whiffs, counter Custom them with your own Custom Combo, or strongest Super Combo. Even if you appear blown-out, or you are not already blocking low during screen freeze at Custom activation, try using a counter Custom Combo or going for a strong Reversal move like an MP Shoryu Ken anyway. If your opponent's execution is even a little off, it's sometimes enough to give you a chance to turn the tables with a Custom of your own.



Alpha Counters are not just good for Countering Custom Combos—they are also great for countering any attack. Against characters like Ryu, Rose, Chun-Li, and others who can cancel a normal move into a special projectile for pressure, you can block and Alpha Counter the projectile for free damage and a knockdown. With very good reactions, you can block low attacks while playing foot games and Alpha Counter them, making them afraid to poke on the ground (this is harder to do than Alpha Countering high attacks because you must go from \leftarrow to $\leftarrow \downarrow$ very quickly, which is much harder to do on reaction than simply transitioning from \leftarrow blocking to $\leftarrow \downarrow$). You can Alpha Counter to escape from Chip damage kills from multi-hit moves and Super Combos (not always with success, but a chance at escape is better than not trying). You can set up a tick to create the impression you will attempt a throw, then block and Alpha Counter their throw counter. There are many uses for Alpha Counters and using them well, combined with a strong Custom Combo game, will make opponents completely terrified of attacking you on the ground at all. This can force opponents to resort to being overly cautious or taking risks that they otherwise wouldn't. Either way leads to more control for you.



COUNTERING ALPHA COUNTERS

If Alpha Counters *also* sound good in Street Fighter Alpha 2, it's because they are! However, just like Custom Combos, there are measures you can take to guard yourself somewhat if you face an opponent who likes to Alpha Counter.

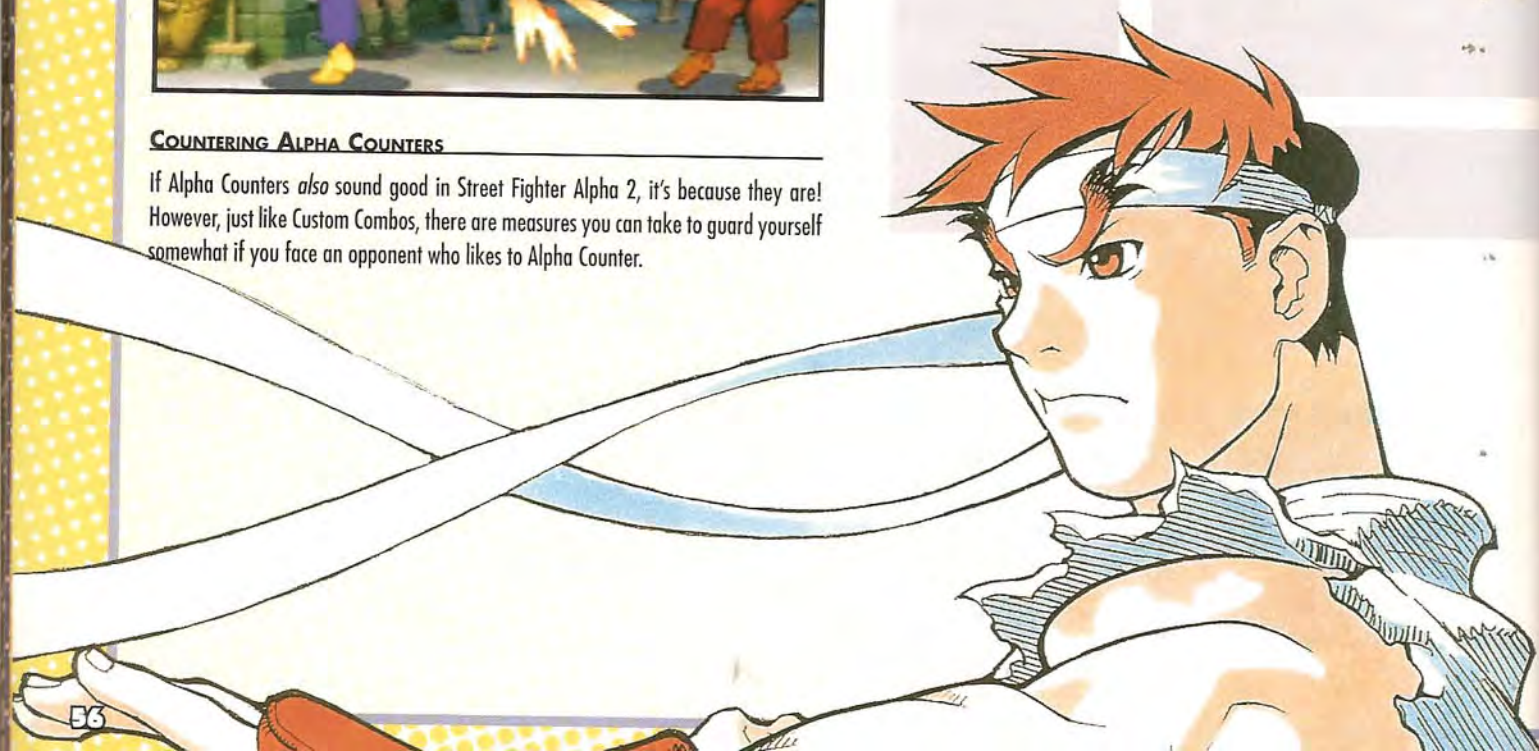
BAIT

Use quick moves like most crouching LKs to bait out Alpha Counters that are often blockable. Create the illusion that you are going for a pressure string like crouching MK \leftrightarrow Hado Ken, but instead just do the crouching MK, wait briefly, then sweep or poke again. Often this will hit, even though there wasn't a projectile or special to block, they rolled the controller from $\leftarrow \downarrow$ anyway in anticipation.



THROW

While Custom Combos are a strong counter to throws, throws end up being a strong counter to Alpha Counters—if your opponent is looking to block your move, they are in position to be thrown. Often their preoccupation with Alpha Countering can allow you to walk right up and throw them.



CUSTOM COMBO

The circle is complete—a player relying too much on Alpha Counters at close range is more vulnerable to Custom Combo Blowout and Unblockable Low Custom Combos.



ALPHA COUNTER REVERSAL

It was mentioned in this section that there is a brief screen freeze when an Alpha Counter is used. Often a cancelable normal will be Alpha Countered, causing a brief pause during which the player would perform a command to cancel into a special move or Super Combo. This causes the cancel to fail and the move to not come out. However, if the motion for the move is performed very slowly, it won't come out at all if there is no Alpha Counter—performed too slowly for normal cancellation, the move input only registers if the Alpha Counter freeze is present. So, (against Alpha Counter-

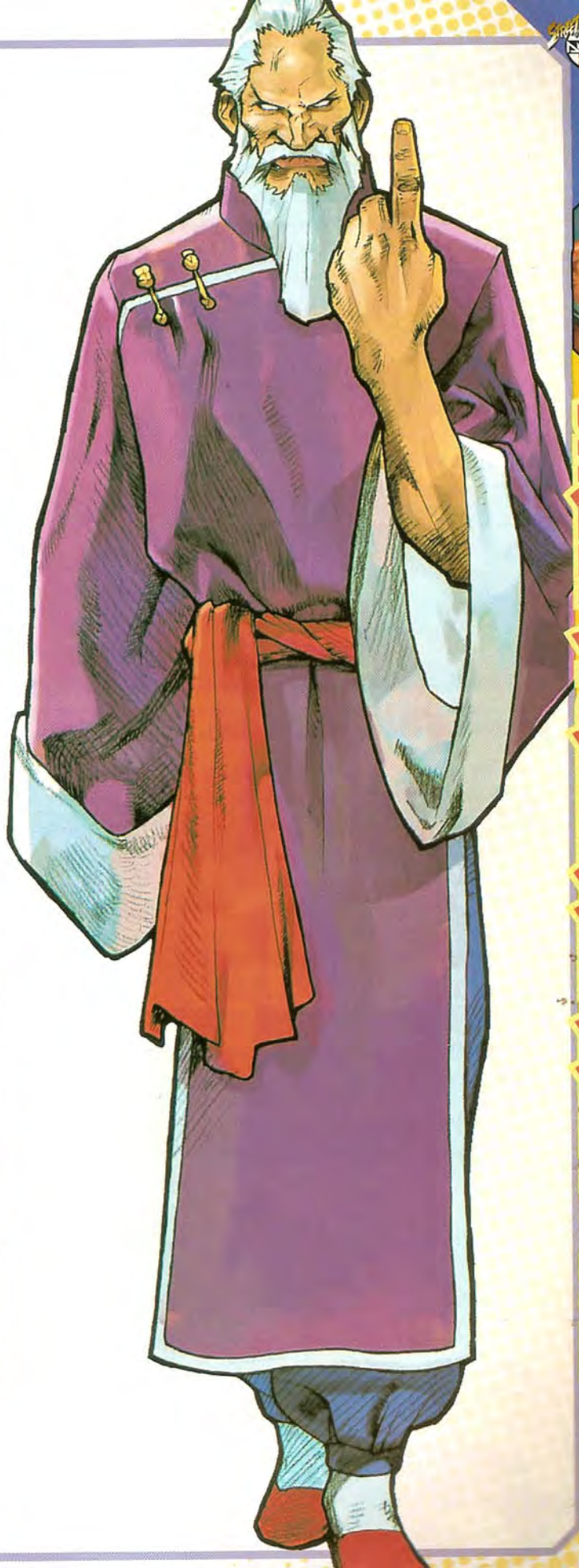


happy opponents) you might stick out pokes that can be canceled at close range, then perform powerful Reversal moves or Super Combo motions, so all your opponent ends up with for Alpha Countering is one less Super Meter and some damage for their trouble.



ALPHA COUNTERS IN STREET FIGHTER ALPHA 2 GOLD

Due to their dominant nature, Alpha Counters in Street Fighter Alpha 2 Gold burn 1.5 levels of Super Meter rather than just one. Some strong Alpha Counters also have damage reduced in the Gold version.



Recovery Rolls

As in Street Fighter Alpha, characters can Recovery Roll when they are floored from most knockdowns. Perform $\leftarrow + \downarrow + \text{Punch}$ when you strike the ground. The strength of the button press determines the length of the roll—HP will move you a great deal, as in Street Fighter Alpha, MP will move you just slightly, and LP will cause you to flip to your feet without moving. There is rarely a reason *not* to attempt an LP Recovery Roll on essentially every knockdown, unless you want a brief breather or your opponent is nearby and you suspect they are waiting for it. Usually knockdowns either throw you too far away for LP Recovery Roll to be punished consistently, or your opponent is trying to set up something like a cross-up and the LP Recovery Roll just gets you up faster. As in Street Fighter Alpha, Recovery Rolls are vulnerable and punishable if they are expected. Finally, just like Street Fighter Alpha, it is possible to Recovery Roll after Airblocking. You cannot Recovery Roll after being hit with a Super Combo or Alpha Counter, but you can Recovery Roll after most other knockdowns including Custom Combos.



Recovery Roll Peculiarities

Just as they do in Street Fighter Alpha, Recovery Rolls in Alpha 2 slightly alter your state in aerial Hitstun, so that many attacks that would have juggled before, now miss. Recovery Rolls are very powerful in Alpha 2, especially with LP—it is rarely to your advantage *NOT* to Recovery Roll. They can often save you from situations where you could be juggled or unreasonably pressured. Only avoid them if your opponent is sure that you will Recovery Roll and is waiting to retaliate. Bear in mind that while Recovery Rolls can potentially save you from many normal juggles, they will not save you from being juggled during a Custom Combo.

Recovery Rolls in Street Fighter Alpha 2 Gold

Street Fighter Alpha 2 Gold removes the ability to Recovery Roll following a Custom Combo.

Dizzies

A flurry of attacks relatively close together may leave your character dizzied and at a huge disadvantage. While dizzy, you cannot do anything but mash the buttons in hopes of ending the dizzy prematurely. Every move in the game does a set amount of stun damage. The Street Fighter Alpha Anthology's training mode can provide the amounts for each move, if you are curious. Each character has a certain amount of stun damage they can withstand before they become dizzied. If a character takes a lot of stun damage but is not dizzied, the amount of stun damage taken decreases over time. Important moves that deal a large amount of stun damage are pointed out in each character's section.



Name	Stun Damage Required to Dizzy
Zangief	50
Birdie	48
Sodom	46
Akuma	34
Shin Akuma	32
Everyone Else	40

Everytime a character is dizzied during the course of a round, the amount of stun damage needed to redizzy is increased by 5.

Throws // Tech Throws

Throws (and Tech Throws) in Street Fighter Alpha 2 are performed with ← or → + MP, HP, MK, or HK at close range.

Juggle System

Street Fighter Alpha 2's juggle system is almost identical to Street Fighter Alpha's, except where Custom Combos are concerned. During a Custom Combo an opponent can be hit at any point during their aerial Hitstun, whether ascending or descending, and there is no juggle limit on any action. This basically means that as long as you keep your opponent off the ground, you have an infinite juggle until your Custom Combo ends. Normally you cannot juggle an opponent while they descend in aerial Hitstun, and you cannot juggle using moves with no juggle potential. Some moves have slightly altered juggle properties during a Custom Combo—moves which normally cause a knockdown will knock an opponent further off the ground during a Custom Combo than they normally do. This allows for increased juggle potential and is why Unblockable Low Custom Combos are so devastating, but there is also a bug that allows you to use this Custom Combo property of knockdowns outside of Custom Combos.



Altered Knockdown Properties after Custom Combos

During a Custom Combo, moves that knockdown created a higher knockdown Hitstun for easy juggling. Depending on what your opponent does immediately following a Custom (when you knock them down), you can sometimes retain this property on knockdown moves. This allows for juggles not usually possible outside of Customs.

The key is this—after eating your Custom and being floored, your opponent must do *anything* besides just try to block, and before they go into an idle state (just holding ← or standing neutral) you must land another knockdown move. If you do, they are popped up higher, and they can be juggled during any part of their aerial Hitstun. The only difference from the knockdown state during an actual Custom Combo is that the normal juggle potential rules of Street Fighter Alpha and Street Fighter Alpha 2 apply—if a move cannot juggle normally outside of a Custom Combo, it cannot juggle during this state either.



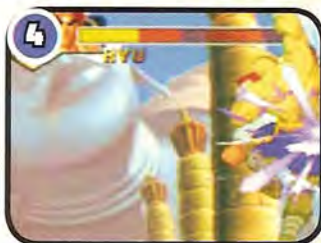
Sagat lands a Custom Combo on Ryu and ends it by knocking down with HP Tiger Uppercut.



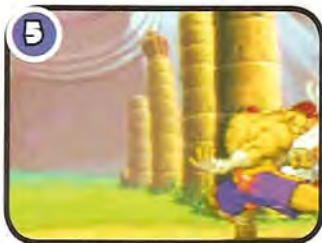
Sagat crowds Ryu and sticks out a meaty crouching HK.



Ryu tries to Reverse Sagat's meaty sweep, but is unsuccessful—Sagat pops Ryu up into the air.



Because of the extra high Hitstun, Sagat is able to juggle with an HP Tiger Uppercut.



This cycle can repeat, so long as Ryu never returns to an idle or blocking state.

Custom Combo Key

Each character's combo section ends with a small list of effective Custom Combos. Each combo has different uses, which are described in the combo's title. For example, combos labeled as anti-air are only viable when your enemy is airborne. Combos used to whittle away at your enemy's life bar through block damage are labeled as Chip Damage Custom Combos. Lastly, anything labeled as a ground based Custom Combo usually only works against standing enemies.

The **N** symbol used in some descriptions indicates a sequence that has a variable number of repetitions. In most cases, this generally refers to the speed at which the sequence is performed. The faster you do the attack, the more times you'll be able to fit it into the combo before the Custom Combo time limit expires.

ADON

Adon's Objective

The Thai-fighting Adon is heavily reliant on Custom Combos to secure a victory. He doesn't have many useful attack openings, nor does he have the sufficient attacks that are needed to deal much damage through other outlets. Since this is the case, your objective when playing Adon is to find an opening to land his damaging Level 3 Custom Combo.



Throws

Jaguar Carry	← or → + MP or HP
Jaguar Slam	← or → + MK or HK

Special Attacks

Name	Command
Jaguar Crunch	→ + MP
Jutting Kick	↘ + MK
Rising Jaguar	→ ↓ ↘ + Any Kick
Jaguar Kick	↓ ↘ → + Any Kick
Jaguar Tooth	→ ↘ ↓ ↘ + Any Kick

Super Combos

Name	Command
Jaguar Revolver	↓ ↘ → ↓ ↘ → + Any Kick
Jaguar Varied Assault	↓ ↘ → ↓ ↘ → + Any Punch
Jaguar Thousand	Press Punch rapidly during Level 3 Jaguar Varied Assault
Jaguar Assassin	Press Kick rapidly during Level 3 Jaguar Varied Assault

How to Accomplish Adon's Objective

Option 1: Establish Adon's mid-range offense

Adon is missing a lot of the extra "oomph" needed to make his basic game plan effective. His Jaguar Kicks, which used to be very useful, are now completely unsafe to punishment even if they hit. This makes them utterly useless to his mid-range game.

Instead, rely on basic normal attacks and the Jaguar Tooth to get the job done. Crouching MP should be your main option for harassment at this distance. Whiff it periodically at mid-range to build meter and beat anticipated low moves. Use crouching HK to punish your enemy's missed moves if you don't have any Super Meter available. It's also good for hitting an enemy as they try to reposition themselves when they are near you.

When you have the meter to do so, use a Level 1~3 Custom Combo starting with crouching HK to punish any missed moves you bait. At any level you can simply cancel crouching HK into repeated LK Jaguar Kicks until your meter is about to expire, in which case you end the CC with a HK Rising Jaguar. At Level 3, this combo inflicts an astonishing 75% damage, easily securing a victory if you are ever behind.



Option 2: Lure out an anti-air

The Jaguar Tooth's variable attacking distance is useful for baiting reversal-style attacks, like Ryu's Shoryu Ken. Because it is so difficult to tell the difference between the LK and HK version of the Jaguar Tooth, your enemy has no choice but to react to its wind up period and perform their anti-air attack early. By performing the LK or MK version of the Jaguar Tooth when your opponent isn't cornered, it misses directly in front of them. If they perform an anti-air attack expecting the HK version, their attack will miss, allowing you to punish it with a crouching HK or a Custom Combo.

Once your enemy is afraid to punish the Jaguar Tooth you'll have the freedom of doing the HK version a little more often. In this case you can use the advantage from the blocked Jaguar Tooth to stage a guessing game. Perform an immediate crouching HK to beat anything your enemy tries to stick out, or walk up and throw them if they decide to take a defensive stance. Walking forward and activating a late Custom Combo is also a reliable way of baiting a counter attack for big damage.

Basic Strategy

Offensive Notes

When you don't have any Super Meter available, crouching MP is your strongest attack opening. It links directly into another crouching MP for a basic 2 hit combo. If it doesn't connect on wake up, walk up and throw your enemy, or perform crouching MP anyway to beat attempts to counter your throw.

When you have meter available, a crouching LP linked into another crouching LP is Adon's combo opening. It can be canceled into any level of his Jaguar Varied Assault, making it a worthy attack option. The following section illustrates how to best use this attack opening depending on whether or not it hits.

Crouching LP Linked into Crouching LP



If it connects:



Cancel the second hit into a Level 1~3 Jaguar Varied Assault.



If it's blocked:



Walk forward and perform crouching LP linked into crouching MP. This counters your enemy's attempts to stop what they think is a throw.



Walk forward and throw your opponent. Works only when they're afraid of a follow up attack.



Immediately perform a crouching MK. Stops your enemy's early attempts to attack after they leave Blockstun.



Immediately perform Adon's Tiger Crunch overhead attack. Tends to hit overly defensive players. This attack leaves Adon with a slight advantage to work with, so follow up afterwards with an immediate crouching HK or a walk up throw.

Defensive Notes

Although it's not very damaging, Adon's Jutting Kick (↖ + MK) is useful against most jumping attacks. An early standing MP canceled into a HK Rising Jaguar is a slightly more damaging anti-air option, although it tends to lose against certain high-priority jumping moves. When all else fails, an early anti-air Custom Combo or a standalone HK Rising Jaguar are the most consistent options to use.



ADON

Alpha Counters

Punch AC

Adon's Punch Alpha counter hits 4 times at close-range, dealing massive damage to an overly aggressive enemy. Unfortunately, this technique has terrible range, making it only useful against attacks done very close to Adon.



Kick AC

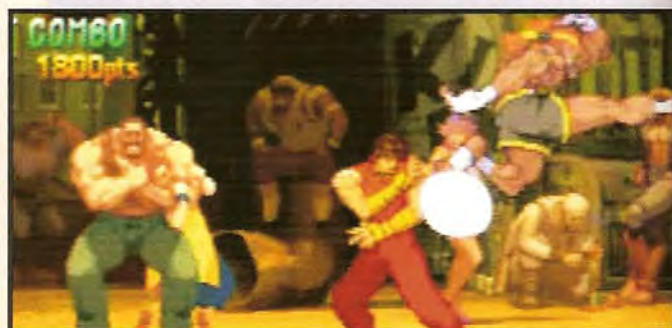
This is useful against early jump attacks that you have a hard time reacting to with a normal anti-air maneuver. It's generally not worth using over a Custom Combo, however.



Advanced Tactics

Cross-up MK Setups

Adon's jumping MK can be used like any other cross-up attack. The situations where it's possible to set it up are very specific. The first is after landing a Level 2 or 3 Jaguar Varied Assault, while the other is after landing Adon's Punch or Kick Alpha Counter. In either case, walk forward a few steps and jump over your enemy's body to set up the attack. If the cross-up hits, link crouching LK ⇌ HK Rising Jaguar. If it doesn't hit, use the advantage after the blocked MK to stage a follow up attack consisting of crouching LP x 2, a late throw, or Adon's Jaguar Crunch.



Alpha 2 Gold Differences

Adon's crouching MP and MK have bad starting and recovery periods. This makes it impossible to link crouching MP x 2. Crouching MK also cannot be canceled into Special Attacks. At the very least, his Level 1 Jaguar Varied Assault has a new ending animation that leaves him closer to his enemy.



Combos

Command Sequence

Crouching MP linked into crouching MP

Crouching LP linked into crouching LP ⇒ Level 1~3 Jaguar Varied Assault

Cross-up MK, crouching LK ⇒ HK Rising Jaguar

Anti-air standing MP ⇒ HK Rising Jaguar

Custom Combos

#1) Level 1 Jaguar CC

Crouching HK ⇒ LK Jaguar Kick x 2 ⇒ HK Rising Jaguar

#2) Level 1 Anti-Air CC

Standing MP ⇒ HK Rising Jaguar x 2

#3) Level 3 Big Damage Jaguar CC

Crouching HK ⇒ LK Jaguar Kick x 5 ⇒ HK Rising Jaguar



AKUMA

Akuma's Objective

Your objective when playing Akuma is to establish close-range. As another member of the Shotokan family, Akuma is a well-rounded character that can be played in a variety of ways. Even still, Akuma's great combos and offense oriented Special Moves make his close range abilities his strong suit. Move into attacking distance and use his many offensive options to pummel your enemy with repeated combos and Customs Combos!

Throws

Seoi Nage	← or → + MP or HP
Tomoe Nage	← or → + MK or HK

Special Attacks

Name	Command
Tenma Kujin Kyaku	Jump towards your enemy, then press ↘ + MK at apex
Zugai Hasatsu	→ + MP
Senpu Kyaku	→ + MK
Go Hado Ken	↘↘ + Any Punch
Zanku Hado Ken	While jumping, ↘↘ + Any Punch
Shakunetsu Hado Ken	↘↘↘ + Any Punch
Go Shoryu Ken	↘↘ + Any Punch
Tatsumaki Zanku Kyaku	↘↘ + Any Kick (may be performed while jumping)
Zenpo Tenshin	↘↘ + Any Punch
Ashura Senku	←↘ or →↘ + LP + MP + HP or LK + MK + HK
Hyakki Shu	↘↘↘ + Any Punch
Hyakki Go Zan	Do nothing after initiating the Hyakki Shu
Hyakki Go Sho	Press any Punch during the Hyakki Shu
Hyakki Go Sen	Press any Kick during the Hyakki Shu
Hyakki Go Sai	During the Hyakki Shu, press → + Punch when close to enemy
Hyakki Go Tsui	During Hyakki Shu, press → + Kick when close to grounded or airborne enemy

Super Combos

Name	Command
Messatsu Go Hado	→↘↘ + Any Punch
Messatsu Go Shoryu	↘↘↘ + Any Punch
Tenma Go Zanku	While jumping, ↘↘↘ + Any Punch
Shun Goku Satsu	LP ⇒ LP ⇒ ⇒ LK ⇒ HP (Level 3 only)



How to Accomplish Akuma's Objective

Option 1: Establish Akuma's mid-range offense

Your goal at this distance is to land a LP Go Shoryu Ken or crouching HK. Stand just outside of your opponent's maximum attack range. Adjust your position to match theirs when they move around. From this distance, Akuma's Go Hado Ken beats most low attacks, and it is also fairly difficult for your opponent to jump over it on reaction. Anticipate when your opponent may try to attack, then throw a HP Go Hado Ken. Fake Go Hado Kens by whiffing an occasional LP, which may trick your enemy into jumping towards you. If they jump, counter it with a HP Go Shoryu Ken or a Custom Combo. If your opponent doesn't take the bait, immediately throw another HP Go Hado Ken.

Occasionally walk into attack range to coerce your enemy into attacking you. Quickly back away if you anticipate an attack. If you see an attack miss in front of you, punish it with crouching HK ⇒ LP Zenpo Tenshin.

Canceling crouching HK into the roll keeps you close enough to your enemy to punish Recovery Roll attempts. Because it's unsafe to perform a Recovery Roll against Akuma, this allows you to actually gain a positional advantage over your opponent if you punish a missed move with crouching HK. When you recover from the Zenpo Tenshin, immediately perform crouching MK ⇒ HP Hado Ken when you recover from the Zenpo Tenshin. If your challenger performs a Recovery Roll the crouching MK hits, canceling into the Hado Ken for a 2 hit combo. If they do not perform the roll, only the crouching MK comes out, and you still have plenty of time to walk forward and stage a wake up guessing game.





AKUMA

Option 2: Jump forward and throw a Zanku Hado Ken

If your enemy's air defense is strong, walk towards them from just outside of mid-range and throw a LP Zanku Hado Ken. Because it is a projectile, this attack is very difficult to use an anti-air against without using a Super or Custom Combo. Regardless of whether it hits or not, follow after the projectile with an attack option.



Option 3: Tenma Kujin Kyaku over an attack.



Anticipate a ground attack and jump toward your enemy. Initiate a Tenma Kujin Kyaku at the apex of the jump to punish their ground attack. If they don't perform a ground attack and they don't use an anti-air against the jump, initiate the close-range attack of your choosing after it's blocked.

Basic Strategy Offensive Notes

Similar to Ken, Akuma's crouching MP is the best attack opening when you don't have Super Meter available. It links into crouching MK, which can then be canceled into a LP Go Hado Ken for good damage. If crouching MP is blocked, walk forward and throw your opponent or perform an immediate crouching HK \Rightarrow Zenpo Tenshin to punish attempts to counter the throw.

When Super Meter is abundant, Akuma's best opening is crouching LK x 2. The second crouching LK can be chained into standing LK, which can be canceled into a Level 1~3 Messatsu Go Shoryu. If crouching LK x 2 is blocked, use the advantage after the attack recovers to initiate a follow up attack. The following diagram shows what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK \Rightarrow Level 1~3 Messatsu Go Shoryu.



If it's blocked:



Walk up and throw your enemy. Works only when they're afraid of every other option.



Walk up crouching LK \Rightarrow standing LK \Rightarrow Level 1~3 Messatsu Go Shoryu. Beats attempts to counter your throw option.



Crouching HK \Rightarrow LP Zenpo Tenshin. Beats early attempts to attack after your enemy has left Blockstun. Also keeps you fairly close to your enemy. Come out of the roll with a throw or crouching MK \Rightarrow Go Hado Ken.

Defensive Notes

What was meant to be a balancing measure implemented to offset his great variety of attacks; Akuma has an extremely low defense rating. This means that every hit Akuma takes is far more damaging than it is to anyone else. This factor makes it imperative that an Akuma player should have a balanced game plan that is as free from mistakes as possible.





The Asura Senku is a teleport maneuver that allows him to travel great lengths with little risk. This is especially useful for escaping corners, which are hazardous to the health of any character.



Akuma's LP Go Shoryu Ken is useful as a reversal when you are getting up from a knockdown, or as an anti-air maneuver. Standing HK (and crouching HP) are also worthwhile anti-air attacks. When it comes to Super Combos, the Shun Goku Satsu can be used as a damaging reversal if your enemy attacks on wake up.

Alpha Counters

Punch AC

This Alpha Counter is useful against early jump attacks, dealing massive damage to an opponent with little effort.



Kick AC

Useful for punishing some ground based attacks. This Alpha Counter can be used against projectiles at close range, as well.



Advanced Tactics

Don't Perform Tatsumaki Juggles!

A common misconception is that Akuma's Tatsumaki Zanku Kyaku air combos are guaranteed. However, the majority of these combos can actually be escaped if your enemy performs a Recovery Roll while they are still airborne. This shortens the aerial Hitstun state of these attacks and makes it impossible to juggle with a HP Go Shoryu Ken if you land a LK Tatsumaki Zanku Kyaku. Attempting to do so causes the attack to miss and results in your opponent recovering before you touch the ground. Be cautious and stray away from these types of juggles if your enemy knows how to escape them!



Alpha 2 Gold Differences

Akuma's Shakunetsu Hado Ken does far less damage in Alpha 2 Gold when performed in a Custom Combo. His Taunt also has the ability to hit if it is performed directly next to your enemy in this version. Lastly, his Asura Senku now has the ability to move Akuma into a corner if it is done next to a cornered enemy. This is useful for tricky side switch antics, like crouching MK \leftrightarrow HK Asura Senku, then an immediate LK Tatsumaki Zanku Kyaku when you end up on the other side of your challenger.



Combos

Command Sequence

Crouching MP linked into crouching MK \Rightarrow HP Go Hado Ken

Jump-in HK or cross-up MK, crouching HP \Rightarrow HP Go Shoryu Ken.

Crouching LK x 2 \Rightarrow standing LK \Rightarrow Level 1~3 Messatsu Go Shoryu

Crouching LK x 2 \Rightarrow LK Tatumaki Zanku Kyaku, juggle with an immediate HP Go Shoryu Ken (final hit can be evaded with the Recovery Roll)

When enemy is cornered, jump-in HK crouching MP linked into crouching MK \Rightarrow LK Tatumaki Zanku Kyaku, juggle with an early HP Go Shoryu Ken (final hit can be evaded with the Recovery Roll)

When enemy is cornered, jump-in HK crouching MP linked into crouching MK \Rightarrow Level 3 Messatsu Go Hado

Custom Combos

#1) Level 3 Shakunetsu Hado Ken CC

Crouching HK \Rightarrow Shakunetsu Hado Ken x 5

#2) Level 1 Easy Damage CC

Crouching HK \Rightarrow HK Tatumaki Zanku Kyaku \Rightarrow HP Go Shoryu Ken



AKUMA

BIRDIE

Birdie's Objective

Break through your opponent's containment and move into point-blank range. Birdie's gameplan revolves around his great overhead attack and damaging command throws. Mid-screen these throws tend to reset your positioning back to long-range every time you land one. This makes it difficult to keep the momentum of the match and follow up after successful attacks. To compensate for this disadvantage, your goal when playing Birdie is to corner your enemy. In corners you're left closer to your enemy after each successful attack, allowing you to pursue your fallen enemy for further harassment.

Throws

Bull Spike	← or → + MP or HP, then press any button rapidly
Bad Throw	← or → + MK or HK

Special Attacks

Name	Command
Body Slam	While jumping, ↓ + HP
Murderer Chain	Rotate 360 + Any Punch
Bandit Chain	Rotate 360 + Any Kick
Bull Head	Charge ← → + Any Punch
Bull Horn	Hold 2 Punch or 2 Kick Buttons, then release

Super Combos

Name	Command
The Birdie	Charge ← → → + Any Punch
Bull Revenger	↓ → ↓ → + Any Punch or Kick



How to Accomplish Birdie's Objective

Option 1: Land a Punch Alpha Counter

Near corners, Birdie's Punch AC leads to a knockdown that an opponent cannot counter with a Recovery Roll. It also throws his enemy across the majority of the screen. This is a big option to keep available when you are mid-screen or closer to a corner, where it knocks your opponent into prime positioning for a wake up attack.



Option 2: Jump over one of your enemy's ground moves

Anticipate a ground attack and jump over it. If your challenger performs a move, come out of the jump with jump-in HK, crouching HP ⇌ LP Bull Head to deal some damage and thrust your enemy closer to the corner. If they don't perform an attack, and decide it's a bad idea to stop your jump (for whatever reason), perform a semi-early jumping LK on the way down and follow this with a HP Murderer Chain or crouching HK.



Section 3: Establish Birdie's mid-range offense

Pressure your enemy with Bull Horns and crouching HK. The Bull Horn has invulnerability as it starts up, allowing it to pass through some attacks and projectiles. Walk well into your enemy's attacking distance then, when you predict an action, release the Bull Horn to counter the attack. If they take a passive stance and block the maneuver, perform another Bull Horn or a Bull Revenger when you recover to beat any attack that they stick out, or go straight into a LP Murderer Chain if you believe they are going to block.

Throw a crouching HK into the mix to punish any missed pokes you manage to bait. This attack is also useful for catching your enemy walking forward if they try to move away. If it hits your enemy while they're fairly close, it's possible to punish a Recovery Roll attempt with another crouching HK. From further away you can catch a Recovery Roll with a Custom Combo starting with crouching HK. In this case, not only do you inflict a substantial amount of damage, but you'll also most likely corner your enemy.

If your enemy is ever harassing you with projectiles and the Bull Horn just isn't cutting it, use a Bull Revenger at any level to punish the attempt for big damage. The button you use dictates how far Birdie travels (Punch for short range, Kick for long-range), so learn how to properly utilize the variable jump heights to counter projectiles with ease.



Basic Strategy

Offensive Notes

Birdie's standing HK happens to be a fairly quick overhead attack. It has a long window of advantage after it that enables you to link a crouching MK if it hits. This is specifically useful as an attack option when you've knocked your enemy down near a corner. In cases where it's blocked, follow up with a secondary attack consisting of a walk up LP Murderer Chain or a standalone crouching HK.



Despite the difficult setup, Birdie's Body Slam is a cross-up that is useful for setting up his throws. The cross-up can be adjusted to hit your enemy from the front or back depending on when it's performed during the jump. To hit your enemy from the front, perform the Body Slam early, before you pass over your enemy's head. In order to hit them in the back, do the attack as you pass over your enemy's shoulder. Regardless of whether it hits or not, Birdie has no worthwhile combos to link into it afterwards. Instead, simply go for a setup even if it hits. The following example shows a few options to go for after the Body Slam hits.

Cross-up Body Slam



Perform a HP Murderer Chain or HK Bandit Chain when you land. Works only when your opponent is afraid of your other attack options.



Perform an early crouching HP. Beats attempts to attack you after your enemy leaves Blockstun. Also catches jumps.



Jump forward and immediately perform another cross-up Body Slam. Often difficult for novice players to block. Also a good way to catch your opponent's attempts to jump away from what they believe to be a throw. This may be repeated several times if your enemy has difficulty dealing with it.



Perform a standing HK when you land from the jump. May hit a crouching opponent if they're expecting a low hitting option. Link crouching MK afterwards if it hits.



BIRDIE

Defensive Notes

Crouching HP is the main defensive option against jumping attacks. It has few disabilities and it often gets the job done without any problems. Even still, if you're looking for a little extra oomph, you may opt to use a Punch Alpha Counter instead, which leads to a guaranteed knockdown when performed correctly.



Alpha Counters

Punch AC

Birdie performs a short-range version of his Bull Head. This can be used against early jump attacks for solid damage, or as a means to move into close-range when performed against a cornered enemy.



Kick AC

The Kick version of his Alpha Counter is a short-range heel blast to the stomach. It doesn't knock your opponent down, nor are you left with any advantage to work with. Use this Alpha Counter with the utmost caution.



Advanced Tactics

Using the Bull Horn Effectively

The Bull Horn attack deals exponentially more damage depending on how long the command is held down. At full strength, the Bull Horn deals a whopping 35% damage on impact. Because of its massive damage output, it's worth your while to charge for the Bull Horn when the opportunity to land it arises.

It's possible to charge for 2 Bull Horn attacks simultaneously by simply holding all three Kick buttons down. Once charged, let go of one of the Kicks to initiate one Bull Horn, then let go of another to let the second fly soon after. You can start charging for another Bull Horn the second you perform the first by pressing all three Kick buttons again for efficiency. The only drawback to this technique is that you won't ever have access to crouching HK, which is one of Birdie's better normal attacks.

When it comes to landing the Bull Horn, it does have a slight window of invulnerability on startup. This can be used to go through and punish some ground attacks. It's also possible to use it to punish fast projectiles; however, it doesn't work against most LP projectiles that travel slowly. It's completely safe to punishment when blocked, so don't be afraid to take a risk and let it fly if you're looking to get close to your opponent.



Alpha 2 Gold Differences

Birdie's Bull Horn now hits multiple times in succession, hitting more times the longer its charged. At full strength this attack now knocks your enemy to the floor.



Combos

Command Sequence

Standing HK linked into crouching MK

Jump-in HK, crouching HP (1 hit) ⇒ LP Bull Head or Level 1~3 The Birdie

Cross-up HP, crouching HP

Custom Combos

#1) Level 3 Ground CC

Standing LK x **M** ⇒ HP Murderer Chain before your meter runs out.

2#) Level 1 Crouching HK CC

Crouching HK ⇒ HP Bull Head x 3



BIRDIE

CHARLIE

Charlie's Objective

Your focus when playing Charlie is to lure your enemy into making a mistake that can be punished with a Custom Combo. He has the options needed to apply an immense amount of pressure at mid-range, which forces your adversary to commit to risky actions to reverse the pressure. Anticipate these options and punish them with a sweep or the Custom Combo of your choice!

Throws

Dragon Suplex	← or → + MP or HP
Knee Gatling	← or → + MK or HK, then press any button rapidly
Flying Buster Drop	While jumping, ← or → + MP or HP

Special Attacks

Name	Command
Jump Sobat	← or → + MK
Step Kick	← or → + HK
Spin Back Knuckle	→ + HP
Sonic Boom	Charge ← → + Any Punch
Somersault Shell	Charge ↗ + Any Kick

Super Combos

Name	Command
Sonic Break	Charge ← → → + Any Punch, then press Punch rapidly
Crossfire Blitz	Charge ← → → + Any Kick
Somersault Justice	Charge ↗ ↗ ↗ + Any Kick



How to Accomplish Charlie's Objective

Option 1: Establish Charlie's mid-range offense

Charlie's game plan revolves around his Sonic Boom. Throw it periodically and anticipate when your enemy may attempt to jump over it. When you believe it's coming, hesitate throwing the Sonic Boom and look for the jump. If they jump, punish it with a Somersault Shell or Custom Combo. If they don't, throw another Sonic Boom.

When your enemy is hesitant to jump, throw a LP Sonic Boom and walk behind it. This works as a shield that covers your aggressive movement towards your enemy. If your enemy tries to jump late after the Sonic Boom's release, punish the jump with the anti-air of your choice. If you believe your opponent is simply going to defend after blocking the Sonic Boom, throw them with Charlie's Knee Gatling. In cases where they try to counter the throw with a quick Light attack, punish it with and crouching MK, crouching HK, or a Custom Combo.

If your enemy is ever sitting on a threatening amount of Super Meter, be hesitant about throwing projectiles to avoid being countered. Use Charlie's basic normal attacks to mount an offense. Crouching MK is a well-rounded poke with very few weaknesses. It's fast, works as a whiff punisher, and has just enough range to be useful on the offensive. His Step Kick (← or → + HK) is also useful, enabling you to keep a charge while moving forward with an attack. Common attack patterns using these moves include crouching MK followed by a Step Kick (using the command ← + HK to keep a charge), then a LP Sonic Boom to cover your movement back into attack range again. Omit the Sonic Boom and block when you think your opponent may want to land a Custom Combo.



Basic Strategy

Offensive Notes

Charlie's strongest attack opening is his cross-up jumping MK. The situations that enable you to set it up are after landing his Kick Alpha Counter, Crossfire Blitz, or his Knee Sliding throw. After any of these attacks, walk forward a step and jump towards your enemy. Perform the jumping MK at different heights to vary the side it hits your enemy from (do it before you pass over your enemy's head to have it hit from the front, or after to hit from behind). If the cross-up hits, link crouching LP \Rightarrow crouching LK \Rightarrow MK Somersault Shell. If it doesn't connect, follow up after the MK with a guessing game. The following illustration shows what options to utilize depending on whether or not cross-up MK hits.

Cross-up MK



If it connects:



Link crouching LP \Rightarrow crouching LK \Rightarrow MK Somersault Shell.



Link crouching LP x 2 \Rightarrow crouching LK \Rightarrow Level 1~3 Crossfire Blitz.



If it's blocked:



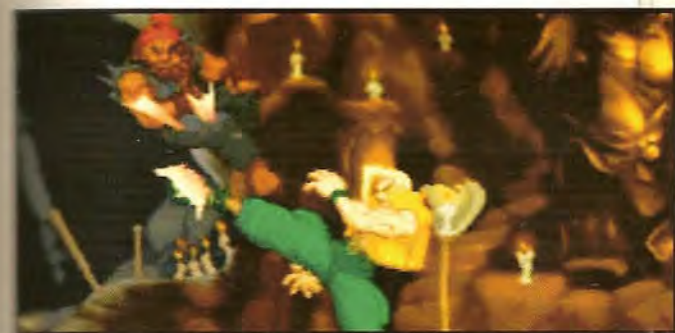
Perform a late Kick throw as you land. Works only when your enemy is afraid of your other options. Go for another cross-up MK afterwards if it connects.



Perform a semi late crouching LP \Rightarrow crouching LK. If it connects, cancel the crouching LK into a MK Somersault Shell. If it doesn't connect, follow up afterwards with a walk up throw or crouching MP \Rightarrow LP Sonic Boom.

Defensive Notes

Despite the way it looks, crouching HP is an awful anti-air option. In order to deal with jump attempts performed directly on top of you, use standing MP or a LK Somersault Shell instead. Make use of standing MK and standing HK to deal with jump attempts directed towards the front of you. In regards to wake up situations, a MK Somersault Shell or a Level 2~3 Somersault Justice has enough invulnerability to blow through messy attacks.



CHARLIE

Alpha Counters

Punch AC

This is useful for punishing some projectiles at mid-range. It tends to miss over the head against most crouching characters, so don't bother using it against low attacks.



Kick AC

Use this AC to punish blocked ground attacks. This includes any sort of poke you block from fairly close. This AC also sets up Charlie's cross-up, making it very useful if you are in need of a momentum shift.



Advanced Tactics

Managing Sonic Boom Charge Time

By executing the Sonic Boom with a specific command, it's possible to gain a "head start" with the charge time for your next Sonic Boom. This is done by performing the projectile with this command: charge \leftarrow , \rightarrow , \leftarrow + Any Punch. Despite the command ending with a direction other than \rightarrow , as long it's performed fast enough, the Sonic Boom will still be released. Because the command ends with \leftarrow , you essentially start charging for the next Sonic Boom the absolute second you execute the first. This allows you to accumulate a charge for the all-important projectile very quickly.



Sonic Boom \Leftrightarrow Somersault Shell

Although it may seem impossible to obtain a charge to do so, you can perform a Somersault Shell almost immediately after recovering from a Sonic Boom. This is helpful for punishing your opponent's mistimed attempts to thwart a Sonic Boom with a jump. To perform this technique, obtain a charge for a Sonic Boom, then quickly input the following command: \leftarrow , \rightarrow , \downarrow , \downarrow + LP. Continue to hold \downarrow after the Sonic Boom's release, then press \uparrow + HK a tenth of a second after you recover from the Sonic Boom. If performed correctly, Charlie should initiate a Somersault Shell shortly after he recovers from the Sonic Boom.



Alpha 2 Gold Differences

Charlie's Somersault Shell can now be air blocked at any point during its attack animation, making it largely useless as an anti-air option. The Level 1 version of his Somersault Justice also has a slightly longer invulnerability period, making it useful as a reversal when you are getting up from a knockdown.



Combos

Command Sequence

Stand-up MK, crouching LP ⇌ crouching LK ⇌ MK Somersault Shell

Jump-in HP, crouching LP x 2 ⇌ crouching LK ⇌ Level 1-3 Crossfire Blitz

Corner only, jump in HP, crouching LP x 2 linked into standing MP ⇌ HK Somersault Shell

Custom Combos

#1) Level 1 Anti-Air CC

Standing MP ⇌ HK Somersault Shell x 2

#2) Level 3 Somersault CC

Crouching HK ⇌ LK Somersault Shell x 3 ⇌ HK Somersault Shell

#3) Level 3 Chip Damage CC

Plasma Boom x **N**



CHARLIE

CHUN-LI

Chun-Li's Objective

Your objective when playing Chun-Li is to land her Hyakuretsu Kyaku Custom Combo (refer to Custom Combo #3). Whittle your enemy's lifebar down with repeated crouching MKs canceled into Kiko Kens. Apply pressure with Chun-Li's amazing ground game while looking for your opponent's attempts to counter it. When the opportunity shows itself, punish those attempts for big damage with her devastating Custom Combos!

Throws

Koshuu Tou	← or → + MP or HP
Ryuusei Raku	While jumping, ← or → + MP or HP

Special Attacks

Name	Command
Yaso Kyaku	While jumping, ↓ + MK
Kaku Kyaku Raku	↘ + HK
Sankaku Tobi	Jump against a wall, press →
Kiko Ken	← ↘ ↓ ↘ → + Any Punch
Sen'en Shu	→ ↘ ↓ ↘ ← + Any Kick
Tensho Kyaku	Charge ↓ ↑ + Any Kick
Hyakuretsu Kyaku	Press any Kick rapidly

Super Combos

Name	Command
Kiko Sho	↓ ↘ → ↓ ↘ → + Any Punch
Senretsui Kyaku	Charge ← → → + Any Kick
Hazan Tensho Kyaku	Charge ↘ ↘ ↘ + Any Kick



How to Accomplish Chun-Li's Objective

Option 1: Establish Chun-Li's mid-range offense

Chun-Li's crouching MK is a completely dominant normal attack at this distance. It's amazing range and startup compliments her quick walking speed. This attack can also be canceled, making it very useful for applying pressure, whether it hits or not. Keep your enemy pinned by repeatedly walking forward and doing crouching MK ⇔ LP Kiko Ken. Occasionally walk towards your enemy before quickly backing away to lure out any attempts to attack your forward movement. If your opponent misses an attack, punish it with crouching MK or a Custom Combo. You can also walk forward and jump to punish most anticipated ground attacks. Toss in a crouching MK ⇔ Sen'en Shu to keep your adversary standing.

There are several ways to land a Custom Combo once you've earned enough Super Meter. Walking towards your enemy and throwing them gets them anxious to hit buttons. Once they're scared of a throw, walk forward and activate a Custom Combo to punish any attempts to stick out an attack. Jumping towards your foe and activating a Custom Combo when you anticipate an anti-air attack works as well, if you believe they'll try to perform one that's ground-based.



Basic Strategy

Offensive Notes

Chun-Li's Sen'en Shu is arguably one of the greatest overhead attacks in Street Fighter history. It's fast, has great range, completely safe if blocked, bolsters invulnerability on startup, and you can even cancel into it. Use it to fly through and punish projectiles or as a typical overhead to catch a defending opponent crouching.

In regards to basic close-range options Chun-Li requires Super Meter and a charge to attack with anything substantial. In situations where she has neither, your only option is to throw or perform a meaty crouching MP. It's possible to link a following crouching MP afterwards if it hits. In cases where it doesn't hit, refer to the following illustration to learn how to best follow up after crouching MP.

Crouching MP



if it connects:



Link crouching MP.



if it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of every other option.



Walk forward and go for crouching MP linked into crouching MP again. Counters attempts to stop your throw option.



Walk forward and activate a Custom Combo. Catches attempts to counter your throw for big damage. Strictly beats anything your enemy tries that doesn't have invulnerability.



Perform an immediate LK Sen'en Shu. May hit your opponent if they perform an immediate low attack or aren't expecting an overhead.



Defensive Notes

The Tensho Kyaku is useful as both a reversal on wake up or as an anti-air maneuver. However, standing and crouching HK are better choices as far as anti-air attacks go. Crouching HK is useful against jump attempts from the front, while standing HK works better against jumps aimed directly on top of you. A Level 3 Kiko Sho is a viable anti-air option as well, though it tends to do much less damage than normal against airborne enemies.



CHUN-LI

Alpha Counters

Punch AC

Can be used to hit blocked, jumping attacks. This Alpha Counter is a little on the slow side so, if done against a deep jumping attack, your enemy may be able to land and block before it hits.



Kick AC



This Alpha Counter is useful for countering ground attacks and projectiles thrown from a little closer than mid-range. Choose this over her Punch AC against anything that isn't a jumping attack.

Advanced Tactics

Closing the Distance

If you're ever looking to get close to your enemy, find a moment where your enemy isn't looking for a projectile, then throw a LP Kiko Ken and walk behind it. Doing so enables you to safely establish your desired position without the threat of your enemy's ground game. Any attempt to jump over the projectile (while you're walking behind it) can be countered with standing HK. The only things you need to look out for are Alpha Counters and Custom Combos. Regardless, use the advantage from the blocked Kiko Ken to walk up and throw your opponent, or go for crouching MK ⇄ HP Kiko Ken.



Standing LP Pressure

Chun-Li's standing LP is one of the fastest normal attacks in Street Fighter Alpha 2. It also bolsters a slight window of advantage after it when it is blocked. This allows a Chun-Li player to apply immense pressure by walking forward and repeatedly doing standing LP. If your opponent attempts to attack between each LP, the following LP will most likely beat it. This becomes especially effective when you occasionally walk forward and throw your enemy, making it difficult for them to tell whether or not you're going to throw or do another standing LP.

In cases where you miss-time a throw and accidentally throw out a standing HP, fear not. Standing HP has a ton of advantage after it, so much that it's even possible to link crouching MK afterwards for a 2 hit combo. Keep that combo in mind if standing HP happens to hit your enemy.



Alpha 2 Gold Differences

Chun-Li receives a severe weakening. Crouching MK cannot be canceled into Special Attacks anymore. Additionally, Chun-Li's Hyakuretsu Kyaku deals much less damage in Custom Combos, and her Sen'en Shu is much slower than it was before.



Combos

Command Sequence

Crouching MK ⇨ HP Kiko Ken

Crouching MP linked into crouching MP

Standing HP linked into crouching MK

When enemy is cornered, jump in MK, standing LP x 2 ⇨ standing LK ⇨ Level 2 Senretsuo Kyaku, juggle with an early Level 1 Kiko Sho

When enemy is cornered, jump in HP, crouching MP linked into crouching MP ⇨ Level 1 Senretsuo Kyaku, activate Custom Combo and juggle with HK Tensho Kyaku x 3

Jump-in and perform a deep Yoso Kyaku, then immediately chain into two more Yoso Kyakus.

Jump-in and perform a deep Yoso Kyaku, then immediately perform jumping HK to juggle with the second hit. When you land, immediately initiate a HK Tensho Kyaku to juggle your enemy again.

Custom Combos

#1) Level 1 Tensho Kyaku CC

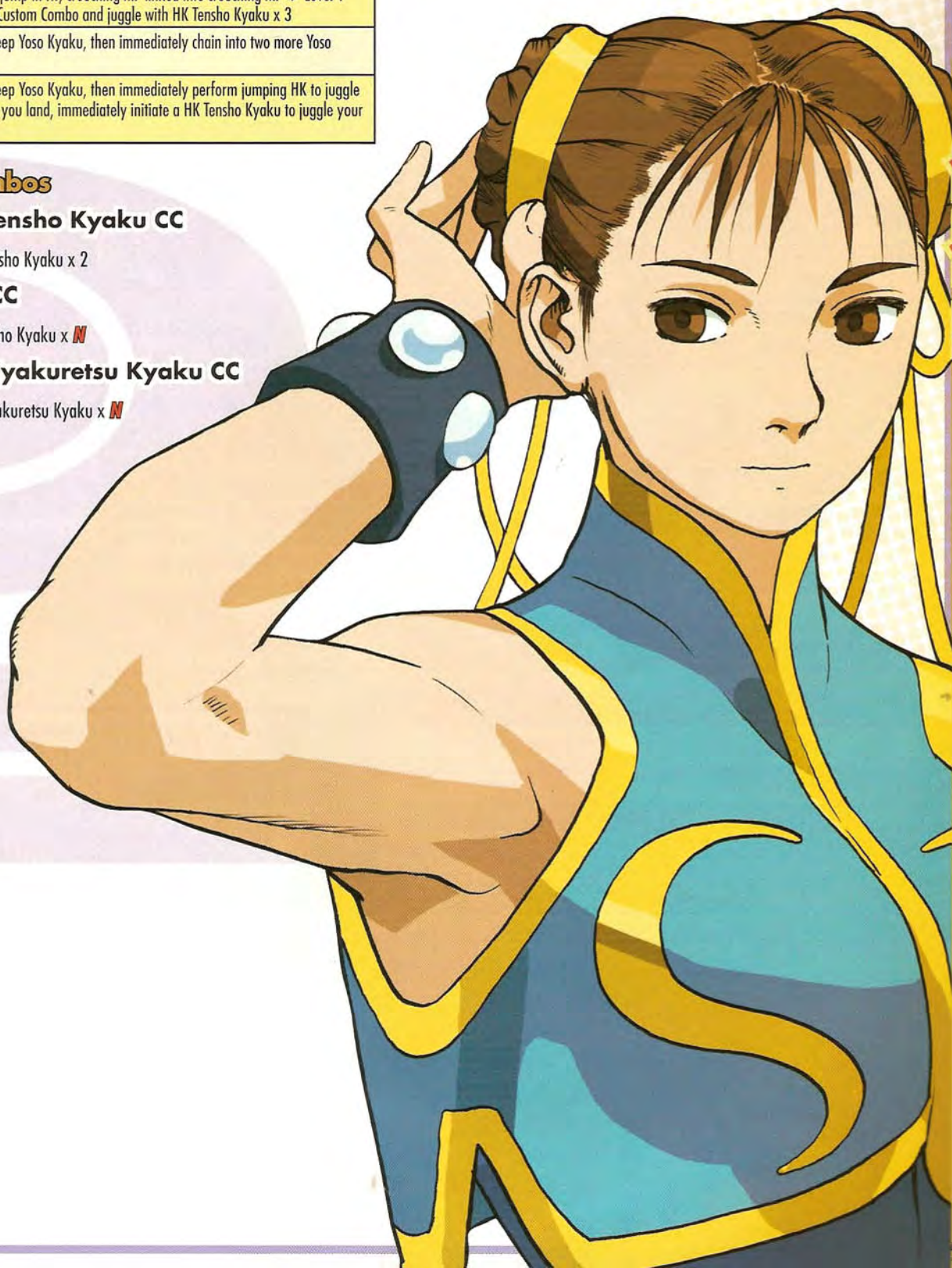
Crouching HK ⇨ HK Tensho Kyaku x 2

#2) Anti-air CC

Standing HK ⇨ HK Tensho Kyaku x **N**

#3) Level 3 Hyakuretsuo Kyaku CC

Crouching HK ⇨ HK Hyakuretsuo Kyaku x **N**



CHUN-LI

DAN

Dan's Objective

As the weakest character in the game, Dan has no efficient way to win consistently.

At best, play passively and choose your shots wisely with carefully place combos.

Without Super Meter, your goal when playing Dan is to build it as quickly as possible. When you have it, your objective is to look for an opportunity to land his damaging Danku Kyaku Custom Combos to deal enough damage to scrape by with a victory.



Throws

Seoi Nage

← or → + MP or HP

Special Attacks

Name	Command
Gado Ken	↓↘→ + Any Punch
Koryu Ken	→ ↓↘ + Any Punch
Danku Kyaku	↓↘← + Any Kick
Zenten Chohatsu	↓↘→ + Select
Koten Chohatsu	↓↘← + Select
Shagami Chohatsu	While crouching, press Select
Kuchu Chohatsu	While jumping, press Select

Super Combos

Name	Command
Shinku Gado Ken	↓↘→ + Any Punch
Hissho Burai Ken	↓↘← ↓↘← + Any Kick
Koryu Rekka	↓↘→ ↓↘→ + Any Kick
Chohatsu Densetsu	↓↘→ ↓↘→ + Select



How to Accomplish Dan's Objective

Option 1: Establish Dan's mid-range offense

Dan's basic Danku Kyaku Custom Combos (crouching HK ⇒ HK Danku Kyaku repeatedly) is the only way to consistently get a life lead in a fight. Before you have the Super Meter to do so, however, you have to stick things out with what you've got. Dan's move set is limited, but he has a few noteworthy normal attacks that can get the job done. Specifically, his crouching MK and crouching HK are exactly like Ryu and Ken's, which is a good thing. Position yourself just outside of your enemy's maximum attack range. Rapidly move in and out of that distance to coerce your enemy into attacking. Occasionally walk into attack range and use crouching MK to catch your enemy as they are moving around, or to beat an attack just as it starts to come out. If your enemy ever misses an attack in front of you, punish it with crouching HK or a Custom Combo.



Basic Strategy

Offensive Notes

Crouching LP x 2 is Dan's most effective opening. It chains directly into crouching LK, which can be canceled into his HP Gado Ken or Level 3 Koryu Rekka for solid damage. In regards to the Gado Ken version of the combo, never do it near corners. Dan goes into a hefty recovery period after the Gado Ken hits, leaving him very vulnerable to counter attack if performed near a corner. The following illustration shows how to best use Dan's crouching LP x 2 opening depending on if it's blocked or not.

Crouching LP x 2



If it connects:



Chain the second crouching LP into crouching LK \Rightarrow HP Gado Ken or Level 3 Koryu Rekka.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of your other options. Near corners juggle after the throw with a Level 2~3 Koryu Rekka.



Walk up crouching LP \Rightarrow crouching LK \Rightarrow HP Gado Ken or Level 3 Koryu Rekka. Counters late attempts to stop your throw option.



Crouching MK \Rightarrow HP Gado Ken. Counters early attempts to stop your throw option.



Jump forward and perform a cross-up MK. Flies over recovery-heavy attempts to attack after your enemy leaves Blockstun. This is also difficult to anti-air with any sort of consistency.

Defensive Notes

Crouching HP is your main anti-air option. It works against most jumping attacks, though it does tend to occasionally lose to some high priority moves (Sakura's jumping HK).



DAN

Alpha Counters

Punch AC

Can be used against early jumping attacks. It is very slow, making it vulnerable to punishment if your enemy performs a deep jumping attack (in which case your enemy can block when they land).



Kick AC

Dan's Kick Alpha Counter has some use against normal attacks performed at close-range. Use it specifically to stop attack patterns your challenger uses to push you away from them.



Advanced Tactics

Koryu Rekka Dizzy Potential

Although Dan deals significantly less stun damage than every other character in Alpha 2, his Level 3 Koryu Rekka deals 24 points by itself. This is a huge amount of stun damage from just one attack, which is especially unusual from a Super Combo. Additionally, the Koryu Rekka also leaves your enemy in a knockdown state that can't be countered with a Recovery Roll. You can go for an immediate cross-up MK afterwards to meet your enemy as they stand up. If the cross-up hits, link standing MK \Rightarrow Koryu Ken. Depending on how much stun you deal to your enemy before you landed the Koryu Rekka, the follow up cross-up combo has the potential of dizzying your opponent. Particularly, jump-in HP, crouching HP \Rightarrow Koryu Rekka, then the cross-up follow up will instantly dizzy most characters.



Alpha 2 Gold Differences

Dan remains unchanged in Street Fighter Alpha 2 Gold.

Combos

Command Sequence

Cross-up MK, crouching LP x 2 ⇔ crouching LK HP Gado Ken, Level 1 Shinku Gado Ken, or Level 3 Koryu Rekka

Jump-in HK, crouching HP ⇔ Level 3 Koryu Rekka

When enemy is cornered, crouching HP ⇔ Danku Kyaku

Punch throw your opponent into a corner, then juggle with a Level 2~3 Koryu Rekka

Custom Combos

#1) Any Level Danku Kyaku CC

Crouching HK ⇔ HK Danku Kyaku x **N**



DAN

DHALSIM

Dhalsim's Objective

Your gameplan when playing Dhalsim is to keep your enemy away from you. His long reaching limbs enable you to attack from a distance that is difficult for many characters to deal with. Pressure your enemy from afar and punish their attempts to thwart your long-range offense. Take measures to push your enemy towards a corner to make it difficult to escape your ranged offense!



How to Accomplish Dhalsim's Objective

Option 1: Establish Dhalsim's long-range offense.

Dhalsim's long-range attack stratagem depends greatly on how you believe your enemy will react to your offense. The subsequent list shows what measures to take depending on what your enemy's intentions are.



1. If your adversary is being defensive, apply pressure on the ground using standing MP, crouching MP, or standing HP. Standing MP is the safest of these options, which recovers very quickly after its release. Use it on occasion whenever your enemy is in range. Use crouching MP as a means to hit a standing opponent if they are moving around. Don't get carried away when attacking at this distance—most characters have a basic normal attack that effectively beats Dhalsim's limbs when anticipated. If needed, wait for your enemy to miss one of their moves, then counter it with one of your own, like standing HP.



2. If your enemy is looking to counter your limbs with a normal attack or a reversal-style special move (like Ryu's LP Shoryu Ken), throw a LP Yoga Fire. If the projectile hits a grounded attack, link a standing HP directly after it. If the fireball hits your enemy as they're airborne, throw another LP Yoga Fire to meet them as they stand up. If they simply block, walk behind the projectile and use it to gain a little ground. Perform an immediate standing HP to hit your foe if they try to do anything after the Yoga Fire is blocked.



Throws

Yoga Smash	← or → + MP
Yoga Throw	While jumping, ← or → + HP

Special Attacks

Name	Command
Kuchu Chohatsu	While jumping, press Select
Yoga Shock	← + LP, hold LP
Yoga Palm	→ + LP
Drill Zutsuki	While jumping, ↓ + HP
Drill Kick	While jumping, ↓ + Any Kick Button
Yoga Fire	↘ + Any Punch
Yoga Flame	↘ + Any Punch
Yoga Blast	↘ + Any Kick
Yoga Teleport	← + ↓ or → + ↓ + LP + MP + HP or LK + MK + HK (may be performed while jumping)
Yoga Escape	← + ↓ + Any Kick when knocked down

Super Combos

Name	Command
Yoga Inferno	↘ + Any Punch
Yoga Strike	↘ + Any Kick

3. Use standing MK and standing HK if your enemy is looking to jump. Standing MK is the safer of the two options because of its speed and recovery, while standing HK inflicts more damage and covers more space. Standing HK is a little slow, so it must be performed a little early against an anticipated jump.



4. If your enemy is applying pressure with projectiles, use Yoga Fire to nullify them or perform a quick Drill Zutsuki (\downarrow + HP while jumping) to fly over and punish the projectile.

Basic Strategy

Offensive Notes

Dhalsim has two types of attacks, short-range and long-range. Long-range attacks happen inherently with every button press, while short-range attacks are executed by holding \leftarrow (\searrow for crouching moves) when you initiate the move. Since no other character is played in this manner, take the time to learn how to swiftly switch between these attacks when your positioning calls for it.

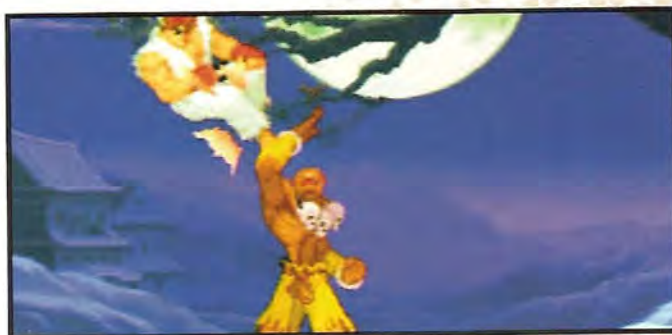
At close-range, Dhalsim's Drill Kicks (while jumping, \downarrow + Any Kick) are very effective at dealing with your enemy's ground based low attacks. For example, Ryu and Ken players tend to throw out an occasional crouching LK to stop their enemy's throw attempts. Instead of trying to beat their attack with your own ground move, use a HK Drill Kick to fly over and punish their missed attack. When you land it's possible to link after it with crouching MK \Rightarrow HP Yoga Fire if the Drill Kick hits deep enough. In cases where your enemy doesn't do the attack and blocks instead, follow after the Drill Kick with a throw, crouching MK \Rightarrow Yoga Fire, or another HK Drill Kick.



Defensive Notes

The Yoga Teleport is useful for escaping corners when your enemy has you on the defensive. You can also use it against poorly calculated Custom Combos—If your enemy tries to throw multiple projectiles to Chip you to death, teleport behind them to avoid the impending loss.

Dhalsim's \leftarrow + MP is your most effective answer to jumping attacks. Cancel it into a LP Yoga Fire to have it meet your enemy as they land (follow up afterwards with another Yoga Fire, or standing HK to catch a jump). Dhalsim's vertical jumping MP is also effective as an anti-air. Although risky, it covers the majority of the top of the screen, making it useful for countering both vertical and forward jumps.



DHALSIM

Alpha Counters

Punch AC

Sometimes useful against early jump attacks that you have a hard time reacting to with a normal anti-air option. This AC also knocks your enemy away from you, enabling you to re-establish your long-range attack options. Use it with caution though; if done against deep jump attacks your enemy will be able to block the attack as they land.



Kick AC

Dhalsim's Kick Alpha Counter is useful against projectiles at mid-range. It also knocks your enemy down, enabling you to follow up with LP Yoga Fire to lock your challenger down.



Advanced Tactics

Sliding Wonder

One of Dhalsim's most important close-range options is his crouching LK slide. Despite the LK slide leaving you at a slight disadvantage when it connects directly next to your opponent, the disadvantage isn't long enough to leave you vulnerable to a combo. Any attempt to use the disadvantage to beat you to your next attack can be countered by canceling the LK slide into a LP Yoga Flame. Knowing this, perform repeated LK slides back-to-back when near your opponent. When you anticipate that your opponent might try to attack after one of the slides, cancel the slide into a LP Yoga Flame. When your enemy is afraid to attack altogether, immediately initiate a Punch throw when you recover to punish their attempt to take a defensive stance.



Alpha 2 Gold Differences

Dhalsim's Level 3 Yoga Legend has juggle potential in Alpha 2 Gold. This enables you to use it various juggle combos, such as crouching HK \leftrightarrow Level 3 Yoga Legend. He also gains access to a new Super Combo called the Yoga Tempest ($\rightarrow \downarrow \downarrow \leftarrow$ + Any Punch), which is extremely effective as an anti-air maneuver. This attack also has juggle potential, making it useful for combos such as jump-in \leftarrow + HP, \leftarrow + HP \leftrightarrow LP Yoga Flame, juggle with an early Level 1~3 Yoga Tempest.



Combos

Command Sequence

↔ + MK ↔ HP Yoga Fire

↔ + MP linked into crouching LK ↔ Level 1~3 Yoga Inferno

Jump-in ↔ + HP, ↔ + HP ↔ HP Yoga Fire or Level 1~3 Yoga Inferno

Throw a LP Yoga Fire from afar, then link standing HP

HK Drill Kick (must hit extremely late), ↔ + MK ↔ HP Yoga Fire

Custom Combos

#1) Any Level Anti-Air CC

↔ + MP ↔ HK Yoga Blast x **N**

#2) Any Level Ground CC

↔ + HK ↔ HK Yoga Blast x **N**

#3) Any Level Chip Damage CC

HP Yoga Fire x **N**



DHALSIM

EVIL RYU

Evil Ryu's Objective

Evil Ryu should be played in a similar manner as normal Ryu. Mount a mid-range offense and whittle down your enemy with HP Hado Kens. Lure them into making mistakes and punish them with his many defensive options. The only difference here is Evil Ryu's improved combo options, which increase his damage capabilities at close-range. If you're ever able to land a Shoryu Ken or an Alpha Counter that enables you to move into close-range, take the opportunity!

Throws

Seoi Nage	← or → + MP or HP
Tomoe Nage	← or → + MK or HK

Special Attacks

Name	Command
Sakotsu Wari	→ + MP
Senpu Kyaku	→ + MK
Hado Ken	↓↘→ + Any Punch
Hado no Kamae	↓↘→ + Select
Shoryu Ken	→↓↘ + Any Punch
Tatsumaki Senpu Kyaku	↓↙← + Any Kick (may be performed while jumping)
Ashura Senku	←↓↙ or →↓↘ + LP + MP + HP or LK + MK + HK

Super Combos

Name	Command
Shinku Hado Ken	↓↘→↓↘→ + Any Punch
Shinku Tatsumaki Senpu Kyaku	↓↙←↓↙← + Any Kick
Messatsu Go Shoryu	↓↘→↓↘→ + Any Kick
Shun Goku Satsu	LP ⇒ LP ⇒ → ⇒ LK ⇒ HP (Level 3 only)



How to Accomplish Evil Ryu's Objective

Option 1: Establish Evil Ryu's mid-range offense

Despite having a myriad of Akuma's attack options, Evil Ryu's ground game should be played in the same manner that Ryu's is. Stand just outside of your opponent's maximum attack range, adjusting your position to match theirs when they move around. Throw HP Hado Kens whenever you predict forward movement or a ground attack. Fake Hado Kens by whiffing an occasional LP or performing the Hado no Kamae. If your enemy takes the bait and jumps forward, counter it with a late LP Shoryu Ken. If they don't take the bait, immediately throw another HP Hado Ken to push them away from you.

Throw in Evil Ryu's well-rounded normal attacks to solidify your mid-range game. Use crouching MK or crouching HK ⇔ HP Hado Ken to attack on occasion after walking well into your foe's attacking distance. If at any point your enemy misses an attack in front of you, punish the recovering limb with crouching HK, crouching MK ⇔ Level 2~3 Shinku Hado Ken, or a Custom Combo.



Basic Strategy

Offensive Notes

Similar to Akuma and Ryu, Evil Ryu's strongest opening is crouching LK x 2. Crouching LK can be chained into another crouching LK, which can then be canceled into a HP Hado Ken or a Level 1~3 Messatsu Go Shoryu for solid damage. If crouching LK x 2 is blocked, use the extended Blockstun after the attack recovers to initiate a secondary attack. The following illustrates what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK ⇒ HP Hado Ken or a Level 1~3 Messatsu Go Shoryu.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of your other options.



Walk up crouching LK ⇒ standing LK ⇒ HP Hado Ken or Level 1~3 Messatsu Go Shoryu. Counters late attempts to stop your throw option.



Crouching MK ⇒ HP Hado Ken. Counters early attempts to stop your throw option.

Defensive Notes

Evil Ryu gains access to the Asura Senku, which is Akuma's warping maneuver. Use it to safely move out of corners when your enemy has you pinned down. In regards to anti-air options, rely on Ryu's LP Shoryu Ken to get the job done. You can substitute it for a crouching HP if you react to the jump early. Evil Ryu's Shinku Tatsumaki Senpu Kyaku is also a useful reversal, it has enough invulnerability to blow through most attacks performed on top of you as you're getting up. It's also usually safe to counter attack when blocked.



EVIL RYU

Alpha Counters

Punch AC

This is sometimes worth doing to safely deal with any jump-in attempts you have trouble reacting to normally. This cannot be done against jump attacks that are performed late, however, in which case there's enough time for your opponent to block when they land. This AC is also the perfect setup for a cross-up jumping MK.



Kick AC

Useful for countering sweeps and other low hitting limbs. It has a tendency to miss against some long-range moves, so use it with caution.



Advanced Tactics

Meter Building Techniques

Evil Ryu's Asura Senku recovers very quickly when performed against the edge of the screen. If done several times in succession at a rapid pace, this move quickly builds your Super Combo Gauge with little effort. If your enemy approaches you as you're using this technique, perform the Punch version of the Asura Senku the opposite direction to fly past your foe unharmed.



Alpha 2 Gold Differences

Evil Ryu remains unchanged in Street Fighter Alpha 2 Gold.



Combos

Command Sequence

Crouching LK x 2~3 ⇒ HP Hado Ken or Level 1~3 Messatsu Go Shoryu

Crouching MP linked into crouching MK ⇒ HP Hado Ken or HK Tatsumaki Senpu Kyaku

Jump-in HK, crouching HP ⇒ HK Tatsumaki Senpu Kyaku or Level 1~3 Messatsu Go Shoryu

When enemy is cornered, jump-in early MP (2 hits), crouching MP linked into crouching MK
⇒ HK Tatsumaki Senpu Kyaku

When enemy is cornered, jump-in early MP (2 hits), crouching HP ⇒ Level 2 Shinku
Tatsumaki Senpu Kyaku, juggle with an immediate Level 1 Messatsu Go Shoryu

Custom Combos

#1) Level 1 Ground CC

Crouching HK ⇒ HK Tatsumaki Senpu Kyaku ⇒ HP Shoryu Ken

#2) Level 3 Ground CC

Crouching HK ⇒ LK Tatsumaki Senpu Kyaku x 6

#3) Any Level Chip Damage CC

HP Hado Ken x **M**



EVIL RYU



GEN

Gen's Objective

Gen's overall objective is to establish close-range; where his most damaging capabilities become effective. However, Gen's play style may change depending on which character you are dealing with and how much Super Meter you have. In a general sense, Ki-ryu should be played when Super Meter isn't available. After building meter with Ki-ryu, switch to So-ryu and move into close-range for damaging results.



Special Attacks Stance Notes

Gen has two entirely different stances available to him. These stances come packed with completely different normal and special attack move sets. Switching between stances is instant, meaning there's absolutely no recovery period whatsoever for doing so. You can also switch stances at any time, regardless of what's happening to your character.

Ansatsu Ken: So-ryu (Press PPP at any time)

Name	Command
Hyakurenkou	Press Any Punch rapidly
Gekirou	→, ↓, ↘ + Any Kick, press kick 7 more times after the initial hit for additional hits

Super Combos

Name	Command
Zan'ei	↓↘→↓↘→ + Any Punch
Shitenshu	↓↘→↓↘→ + Any Punch

Gen's Alpha Chains

Gen's So-ryu stance has the unique ability to cancel normal attacks directly into each other. This allows you perform lengthy chain combos that consist of a flurry of normal attacks. The limitations to these chains are based on attack strengths. He cannot chain stronger attacks into weaker attacks. He can, however, chain then same strength of attack into another, as long as it's a Punch button to a Kick button.



Ansatsu Ken: Ki-ryu (Press KKK at any time)

Name	Command
Jasen	Charge ←, → + Any Punch
Shakudan	While jumping, press HK twice (first HK must hit)
Oga	Charge ↓, ↘ or ↗ + Any Kick

Ouga Options

Command	Action
After reaching wall, →	Initiates a leaping jump kick towards opponent.
After reaching wall, ←	Cancels wall attack, causing Gen to drop to the ground
After reaching wall, ↑	Moves Gen to the ceiling after wall bounce
After reaching ceiling, ↑	Cancels ceiling attack
After reaching ceiling, ←	Gen performs a dive kick to the left
After reaching ceiling, →	Gen performs a dive kick to the right
After reaching ceiling, ↓	Gen performs a dive kick downwards

Super Combos

Name	Command
Koga	While jumping, ↓↘→↓↘→ + Any Kick
Jakoha	↓↘→↓↘→ + Any Kick

Kouga Options

Command	Action
LK	Gen jumps towards left wall
MK	Gen jumps to the ceiling
HK	Gen jumps towards right wall
After reaching wall, HK	Gen performs long jump kick towards opponent
After reaching ceiling, LK	Gen performs a dive kick to the left
After reaching ceiling, HK	Gen performs a dive kick to the right

How to Accomplish Gen's Objective

When Super Meter is empty: Ki-ryu Stance

Your objective in this stance is to build meter while taking an occasional shot at your enemy. Use the Oga to avoid your enemy (see Advanced Tactics) and to make periodic attacks when they are least expected. Stop your enemy's jump attempts with crouching MK and be cautious of their attempts to stop your Oga with early jump attacks.

In addition to meter building and general annoyance, this stance is highly effective against projectile oriented characters. The MP and HP Jase in particular can be used to walk under projectiles at mid-range. His Oga attack is also helpful against characters like Ryu, Ken, and Charlie, allowing him to bounce off of nearby walls to counter anticipated projectiles or attack from angles that are difficult to use anti-air attacks against. His Kick Alpha Counter is also effective against their projectiles, which leads to a chunk of damage and a knockdown (quickly switch to So-ryu when you land it and go for a follow up). Against Charlie, whose projectile is much higher in the air than most, use crouching MK at close-range to duck under his Sonic Booms and counter them.



When Super Meter is available: So-ryu Stance

Your goal is to land crouching MK \Rightarrow Level 2~3 Zan'ei, a Custom Combo, or a Punch throw near a corner (followed by a quick change to Ki-ryu and an immediate Jakoha). Position yourself just outside of your enemy's maximum attack range. Move in and out of the distance to coerce your enemy into attacking you. If they attack while you're backing away from them, punish their missed move with crouching MK \Rightarrow Level 2~3 Zan'ei, or a Custom Combo. Carefully move into attack range on occasion and poke with crouching MK or crouching HP. Crouching HP tends to catch some jump attempts before they even leave the ground, so have little fear if your enemy

tries to jump over it a little too late. Walk way into attack range and use an occasional crouching HK to catch your enemy's backward movements. If it hits your enemy, they will fly unusually far backwards, bringing them closer to the corner.



Basic Strategy Offensive Notes

In So-ryu, Gen's ability to chain normal attacks together ensures that he can attack in a flexible, yet damaging manner. His most used combo is crouching LK \times 2 \Rightarrow crouching MK \Rightarrow crouching HP. Since this combo starts off of a verifiable opening (crouching LK \times 2), it's useful to stop the combo after the first two hits if it doesn't connect in order to stage secondary attacks. The following section illustrates the options available to you depending on whether or not crouching LK \times 2 hits.

Crouching LK \times 2



If it connects:



Chain the second hit into crouching MK \Rightarrow crouching HP



Chain the second hit into crouching MK \Rightarrow Level 2~3 Zan'ei



If it's blocked:



Walk up and throw your opponent. Works only when your opponent is afraid of every other option.



Walk up crouching LK \Rightarrow crouching MK \Rightarrow crouching HP. Beats your opponent's early attempts to stop what they believe to be a throw.



Switch to Ki-ryu stance and perform standing MP. May catch your opponent off-guard if they are expecting a low attack.



Immediately jump forward and go for a cross-up MK. Punishes recovery-heavy attempts to attack you after crouching LK \times 2. This option is also difficult for novice players to block.

GEN

Defensive Notes

In So-ryu the Gekiro is Gen's only real anti-air option outside of an Alpha Counter or Custom Combo. It beats most jumping attacks with no problems, however, NEVER go for the follow up hits past the first 4 (press Kick rapidly shortly after first initiating it). Going for the full damage is impossible if your enemy performs a Recovery Roll, which avoids the remaining hits and leaves Gen vulnerable to counter attack.

In Ki-ryu Gen's defense is a little more palatable. Crouching HK and jumping HK both work well against most jump-in attempts. He also has access to the Jakoha, which is an ultra powerful aerial grab technique. It must be performed fairly early against a jump to grab a challenger, so use it with caution.



Alpha Counters

So-ryu Stance

Punch AC



This damaging punch counter attack doesn't knock your enemy down, leaving them close to you. You don't have much advantage to work with if you do land it, but it's usually enough to stage an attack afterwards.

Kick AC

Use this Alpha Counter against jump attacks that are performed very early in the air. Don't attempt to use it against deep jump-ins; in most cases your enemy will land and be able to block before the attack hits.



Ki-ryu Stance

Punch AC



Effective against close-range ground attacks and some jumping maneuvers. It deals a massive amount of damage, making it well worth the meter loss in most cases.

Kick AC

This is extremely effective against blocked projectiles at mid-range. It also beats most ground based attacks with no trouble. Go for a cross-up jumping MK afterwards!



Advanced Tactics

So-ryu: Standing LP Pressure

Establish point-blank range and attack your enemy with repeated walking standing LPs. If your enemy is taking a defensive stance, walk forward and throw them. If you believe their aim is to counter your pressure tactics with a quick normal move, go for an immediate crouching LK ⇒ crouching MK ⇒ crouching HP to punish their attempt. Mix in an occasional Ki-ryu standing MP or a walk up Custom Combo to keep your opponent guessing.



Ki-ryu: Run Away

Gen's Oga can be used to keep away from your enemy. This is specifically helpful for building Super Meter when you don't have it. To do so, wait for your enemy to approach you when you're cornered, then use the Oga to fly to the opposite wall. When you reach the wall, hold the directional pad towards it to fall without performing an attack. This can be repeated indefinitely until your Super Meter is filled. The only thing you need to keep an eye out for is your enemy's jump attempts to hit Gen as he jumps towards the opposite wall. Anticipate these attempts and punish them by whiffing a move to get your opponent to jump.



Alpha 2 Gold Differences

Gen's jump speeds change dramatically in Alpha 2 Gold. In So-ryu his jump is faster and lower to the ground, while his jump in Ki-ryu is slower and longer. His Gekiro has also been tweaked; it's now easier to follow up with the remaining 7 hits after the first has connected. Unfortunately, this attack now deals much less damage in Custom Combos than it did before, making his high damage Gekiro Custom Combos almost useless.



Combos

Command Sequence

So-ryu stance, crouching LK x 2 ⇨ crouching MK ⇨ crouching HP or Level 2~3 Zan'ei

So-ryu stance, crouching MK ⇨ Level 3 Shitenshu

When enemy is cornered, Ki-ryu stance, jump-in early HK ⇨ Shakudan, walk forward a step, standing LP x 2 ⇨ crouching LK, juggle with an immediate Level 2~3 Jakoha (note: the final hit can be avoided if your enemy performs a Recovery Roll command while they are airborne)

Ki-ryu stance, Punch throw your enemy into a corner, then juggle with a Level 2~3 Jakoha

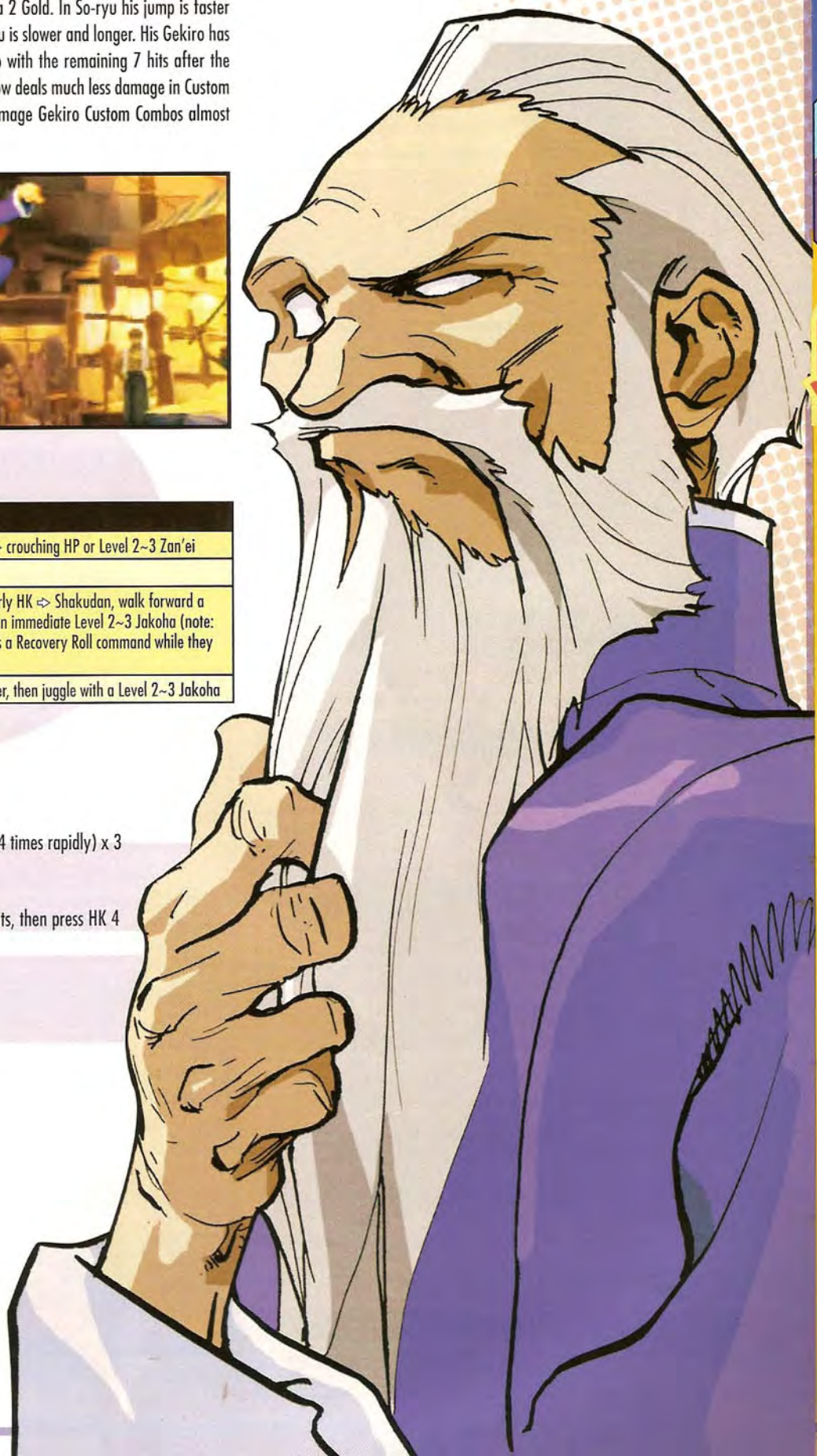
Custom Combos

#1) Level 3 Anti-air CC

HK Gekiro (hesitate after it hits, then press HK 4 times rapidly) x 3

#2) Level 3 Gekiro CC

Crouching HK ⇨ HK Gekiro (hesitate after it hits, then press HK 4 times rapidly) x 3



GEN

GUY

Guy's Objective

Guy's most damaging options are only available when he's next to his opponent. Since this is the case, your goal when playing Guy is to slip in past your enemy's defense and establish close range. Once there, his damaging combos and rush down tactics can come into play.

Throws

Seoi Nage	← or → + MP or HP
Tsukami Nage	← or → + MK or HK, press any button rapidly
Bushin-ryu Seoi Nage	During Tsukami Nage, →↘↙← + MP or HP
Izuna Otoshi	While jumping, holding any direction + MP + HP

Chains

Name	Command
Bushin Gokusa Ken	LP ⇨ MP ⇨ HP ⇨ HK
2 Hit String	MP ⇨ HP

Special Attacks

Name	Command
Hiji Otoshi	↓ + MP in air
Kubi Kudaki	→ + MP
Kamaitachi	↘ + HK
Sankaku Tobi	Jump against a wall, press →
Bushin Izuna Otoshi	↓↘→ + Any Punch, then press Any Punch when close
Izuna no Hiji Otoshi	↓↘→ + Any Punch, then press Any Punch
Hayagake	↓↘→ + Any Kick
Hayagake: Kyuuteishi	↓↘→ + LK, then press Any Kick
Hayagake: Kage Sukui	↓↘→ + MK, then press Any Kick
Hayagake: Kubikari	↓↘→ + HK, then press Any Kick
Hozanto	↓↘← + Any Punch
Bushin Senpu Kyaku	↓↘← + Any Kick

Super Combos

Name	Command
Bushin Hasso Ken	↓↘→↘→ + Any Punch
Bushin Gorai Kyaku	↓↘→↘ + Any Kick



How to Accomplish Guy's Objective

Option 1: Establish Guy's mid-range offense

Very few of Guy's attacks consistently knock his opponent down. This makes it difficult to rely on scoring a knockdown to mount a close-range attack. Instead, your focus should be to look for an opportunity to use Guy's Hayagake or Bushin Flip to move into close-range when your opponent isn't looking for them. This requires you to mount a convincing mid-range offense in order to scare your opponent into taking a defensive stance.

Abuse Guy's crouching HK as an all-purpose poke. When performed from afar, this speedy low attack is completely safe to counter attack. Use it to punish missed moves and to attack your standing foe when their focus is ground movement. Be cautious of your opponent's attempts to evade and counter crouching HK by jumping straight up. If you anticipate the jump, punish it with Guy's standing HK.

Crouching MK is also a worthy normal attack. It beats many often-used low attacks for free (like Ryu's crouching MK). It also stays active for a long period of time, making it difficult to punish if you miss with it. In cases where you hit a missed move, cancel it into a LK Hayagake (or a Bushin Flip) to use the Hitstun to apply pressure and move into close-range.

When your opponent becomes wary of your offense, walk into attack range and initiate a far standing MP. Cancel it into a LK Hayagake or a HP Bushin Flip to move into close-range.



Option 2: Perform a Kick Alpha Counter



Block an attack at close-range and perform Guy's Kick Alpha Counter. Alpha Counter knockdowns cannot be recovered from using the Recovery Roll, so any follow up attack afterwards is guaranteed.

Basic Strategy

Offensive Notes

Crouching LP linked into the standing MP \Leftrightarrow HP chain is Guy's best attack opening. The final hit cancels directly into a LP Hozantou for heavy damage. Although this is a difficult link to do with any sort of consistency, if crouching LP is initiated early (when your enemy is standing up) so that it hits much later than normal, it becomes much easier to perform. Additionally, this combo gives you plenty of time to confirm if it's hitting or not, which enables you to cancel the chain into one of Guy's many mobility based special attacks if it doesn't hit. The subsequent example illustrates the options available to you depending on whether or not this combo connects.

Crouching LP Linked into MP \rightarrow HP



If it connects:



Cancel the HP into a LP Hozantou.



If it's blocked:



Cancel HP into a LK Hayagake. Press LK after the dash to stop it as early as possible. When you recover from the dash, perform a Throw or MP \Leftrightarrow HP \Leftrightarrow LP Hozantou.



Cancel HP into a MP Bushin Flip. Come out of the flip with a late Izuna no Hiji Otoshi or a Bushin Izuna Otoshi (throw option not applicable in corners). This also counters some attempts to thwart the LK Hayagake's follow up options. Moves Guy into close range if your opponent takes a defensive stance.



Cancel HP into the high-hitting Kubikari or the low-hitting Kage Sukui. The riskiest of your options as neither attack is completely safe to punishment.

Defensive Notes

Standing LK and crouching HP are your most consistent anti-air options. Both can be canceled into a HK Bushin Senpu Kyaku or a Level 1 Bushin Hasso Ken for solid damage. A standalone Bushin Hasso Ken also works well as anti-air. At Level 3 it eliminates 50% of your enemy's lifebar, making it well worth your while to try this tactic if the opportunity arises.



GUY

Alpha Counters

Punch AC

Can be used to counter some jumping attacks when they are performed early. This attack also sets up a wake up attack if you land it, but it's overall much harder to land in comparison to his Kick AC.



Kick AC



This Alpha Counter is vital to Guy's game. Recovery Rolls make it difficult to take advantage of some of the knockdowns he earns. This AC cannot be recovered from, making it a surefire way to establish close-range with minimal effort.

Advanced Tactics

Hiji Otoshi Usage

First and foremost, the Hiji Otoshi attack (while jumping ↓ + MP) changes the trajectory Guy flies during a jump, making him drop faster by cutting off his forward momentum. Since Guy's jump length is so large, this is extremely useful for performing jumping attacks at closer distances. Additionally, you can use this property bait and avoid anti-air maneuvers. If your enemy expects you to use the full length of your jump to jump-in from afar, perform the jump, then immediately initiate a Hiji Otoshi to drop in front of your enemy without hitting them. If your enemy performs an anti-air attack believing you were going to jump the full distance, the attack will miss in front of you, allowing you to punish it as you recover from the fall.



The Hiji Otoshi also has the properties needed to be used as a cross-up. This is very difficult to set up correctly, but its ambiguity makes it worth trying, regardless of the difficulty. The best way to set it up is to land Guy's Kick Alpha Counter, then take a very small step back before jumping forward. The second you become airborne, initiate Guy's Hiji Otoshi to hit your enemy in the back of the neck. If you take a slightly larger step back before jumping, the elbow drop should hit your enemy from the front. In either case, link after it hits into the combo of your choice.



Alpha 2 Gold Differences

Guy gets his greasy hands on the Bushin Muso Renge (when Super Meter is at Level 3, →↘↓↘↘↘↘↘↘↘↘↘ + Any Punch in Alpha 2 Gold), which is a command throw Super Combo that deals massive damage. Unfortunately, this attack can be jumped away from if it is performed when your opponent isn't doing anything. This makes it only usable for countering ground based attacks.



Combos

Command Sequence

Standing MP ⇄ standing HP ⇄ LP Hozanto or Level 1~3 Bushin Gorai Kyaku

Crouching LP linked into standing MP ⇄ standing HP ⇄ LP Hozanto

Anti-air crouching HP ⇄ HK Bushin Senpu Kyaku ⇄ Level 1 Bushin Hasso Ken

Perform Guy's Tsukami Nage throw near a corner, then juggle with a HK Bushin Senpu Kyaku or a Level 1~3 Bushin Hasso Ken

Grab your enemy with the Bushin Izuna Otoshi near a corner, then juggle with a HK Bushin Senpu Kyaku or a Level 3 Bushin Hasso Ken

Custom Combos

#1) Level 3 CC

Crouching HK ⇄ MK Bushin Senpu Kyaku x 3 ⇄ HK Bushin Senpu Kyaku



GUY

KEN

Ken's Objective

Well-rounded, Ken has many attack options that are effective at mid or close-range. However, if you want to play carefully, attacking at mid-range and using his Kick Alpha Counter to punish anything your enemy throws at you is a smart and effective way to play. Your objective when playing Ken is to pressure your enemy at mid-range. When you have the Super Meter to do so, counter your enemy's offense with Ken's incredible Kick AC to pull through with a lead.

Throws

Jigoku Guruma	← or → + MP or HP
Tsukami Nage	← or → + MK or HK, press any button rapidly
Jigoku Fusha	While jumping, ← or → + MP or HP

Special Attacks

Name	Command
Inazuma Kakato Wari	→ + MK
Hado Ken	↓↘→ + Any Punch
Shoryu Ken	→↓↘ + Any Punch
Tatsumaki Senpu Kyaku	↓↙← + Any Kick
Zenpo Tenshin	↓↙← + Any Punch
Zento	↓↘→ + Select

Super Combos

Name	Command
Shoryu Reppa	↓↘→↓↘→ + Any Punch
Shinryu Ken	↓↘→↓↘→ + Any Kick, Press Kick rapidly



How to Accomplish Ken's Objective

Option 1: Establish Ken's mid-range offense

Ken's Hado Ken and Tatsumaki Senpu Kyaku are not as good as Ryu's. He can utilize the same normal attacks that Ryu can (crouching MK, standing LK, and crouching HK), in addition to his long reaching standing HK, but he doesn't have the seemingly instant HP Hado Ken that Ryu wields.

What Ken does have is more than enough to get by. The aforementioned normal attacks are well rounded and worth doing, and his Hado Ken is still a usable projectile. What's more, Ken's utterly dominant Kick Alpha Counter enables you to safely punish projectiles and long-reaching normal attacks for the mere cost of a Level 1 Super Combo. If that wasn't enough, his strongest Level 1 Custom Combo (refer to Custom Combo #1), which is useful for punishing whiffed moves and catching standing opponents at mid-range, deals an absurd 40% damage.

Ken also has the Zenpo Tenshin to work with, which is a forward roll that you can cancel into. The LP version of this maneuver enables you to stay close to your enemy during foot games. Specifically, crouching HK ⇌ LP Zenpo Tenshin leaves you at a slight advantage when you recover. Use it to stage mix-up patterns when crouching HK is blocked and to continually apply pressure to your enemy without getting pushed out.

Additionally, canceling crouching HK into a LP Zenpo Tenshin keeps you close enough to your enemy to punish Recovery Roll attempts when crouching HK hits. Because it's unsafe to perform the Recovery Roll against Ken, this allows you to actually gain a positional advantage if you punish a missed move with crouching HK (few characters can do this).



Basic Strategy

Offensive Notes

First and foremost, close-range is usually going to be established by landing a crouching HK at mid-range. Always cancel crouching HK into a LP Zenpo Tenshin if you believe it's going to hit. Doing so leaves you close enough to punish a Recovery Roll if your enemy attempts one. In order to always counter them without giving up your opportunity to stage a wake up attack, immediately perform crouching MK \Leftrightarrow HP Hado Ken when you recover from the Zenpo Tenshin. If they perform a Recovery Roll the crouching MK hits, canceling into the Hado Ken for a 2 hit combo. Only the crouching MK comes out if they don't perform the roll, so you still have plenty of time to walk forward and stage a wake up guessing game.



When it comes to defeating overly defensive players, use the Tsukami Nage (\rightarrow + MK) throw over all others. It leaves your enemy directly next to you after the throw finishes, allowing you to follow up with a wake up attack.

When you don't have Super Meter available, crouching MP should be your attack opening of choice. It links directly into crouching MK, which can then be canceled into a HP Hado Ken for worthy damage. If the first crouching MP doesn't hit, walk forward and throw your opponent or perform an immediate crouching HK \Leftrightarrow Zenpo Tenshin to punish attempts to counter the throw.

With Super Meter, Ken's close range offense capabilities revolve around his crouching LK x 2 opening. Crouching LK can be chained into standing LK, which can then be canceled into a Level 1~3 Shoryu Reppa for massive damage. If crouching LK x 2 is blocked, use the extended Blockstun after the attack recovers to initiate a secondary attack. The following illustrates what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK \Leftrightarrow 1~3 Shoryu Reppa.



If it's blocked:



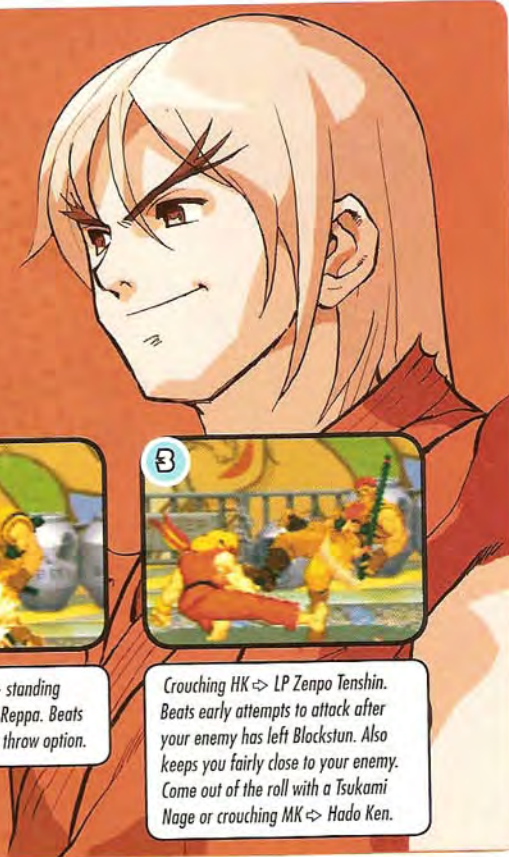
Walk up and perform the Tsukami Nage throw. Works only when your enemy is afraid of every other option.



Walk up crouching LK \Leftrightarrow standing LK \Leftrightarrow Level 1~3 Shoryu Reppa. Beats attempts to counter your throw option.



Crouching HK \Leftrightarrow LP Zenpo Tenshin. Beats early attempts to attack after your enemy has left Blockstun. Also keeps you fairly close to your enemy. Come out of the roll with a Tsukami Nage or crouching MK \Leftrightarrow Hado Ken.



Defensive Notes

Use the LP version of Ken's Shoryu Ken to counter jumping attacks. The MP version is useful as a reversal when you're getting up from a knockdown, or as a risky option to punish your enemy's extended limbs. Standing MK, crouching HP, and standing MP also work well as anti-air maneuvers. If you have Super Meter, use Ken's Shinryu Ken to punish jumps for solid damage and a cross-up opportunity.



KEN

Alpha Counters

Punch AC

Can be used to safely deal with any jump-in attempts you have trouble reacting to normally. This cannot be done against jump attacks that are performed late, however, in which case there is enough time for your opponent to block when they land.



Kick AC

Ken's dominance at mid-range is largely due to this move. His Kick Alpha Counter not only has massive range, but it deals a whopping 15% damage when it hits. It's possible to counter pretty much any sort of poke with this attack, including projectiles. If your opponent has a life lead on you, and you don't want to take any risks, abuse this attack to its fullest to safely pull ahead.



Advanced Tactics

Cross-up MK

If you manage to punish a missed attack with crouching HK, cancel it into a LP Zempo Tenshin. When you recover, wait until your enemy is about to stand up, then jump forward. Perform a late jumping MK as you pass over your enemy's head to cross them up. Mix this up with an alternate jumping MK that hits the front of your opponent by performing it a little earlier during the jump. In either case, if the attack hits, link standing MP \Rightarrow HP Shoryu Ken afterwards.



Alpha 2 Gold Differences

Ken gains access to a new normal attack, which is close standing HK. This attack bolsters a massive amount of advantage after it when it is blocked, enabling a Ken player to link crouching MK or HK afterwards. It's also cancelable, which gives Ken an easier opening for Shoryu Ken combos when you land a jump-in.



Combos

Command Sequence

Crouching MP linked into crouching MK ⇄ HP Hado Ken

Crouching LK x 2 ⇄ standing LK ⇄ Level 1~3 Shoryu Reppa

Jump in HP or cross-up MK, crouching HP ⇄ HP Shoryu Ken

Jump in HP, standing MK (2 hits) ⇄ Level 1~3 Shoryu Reppa

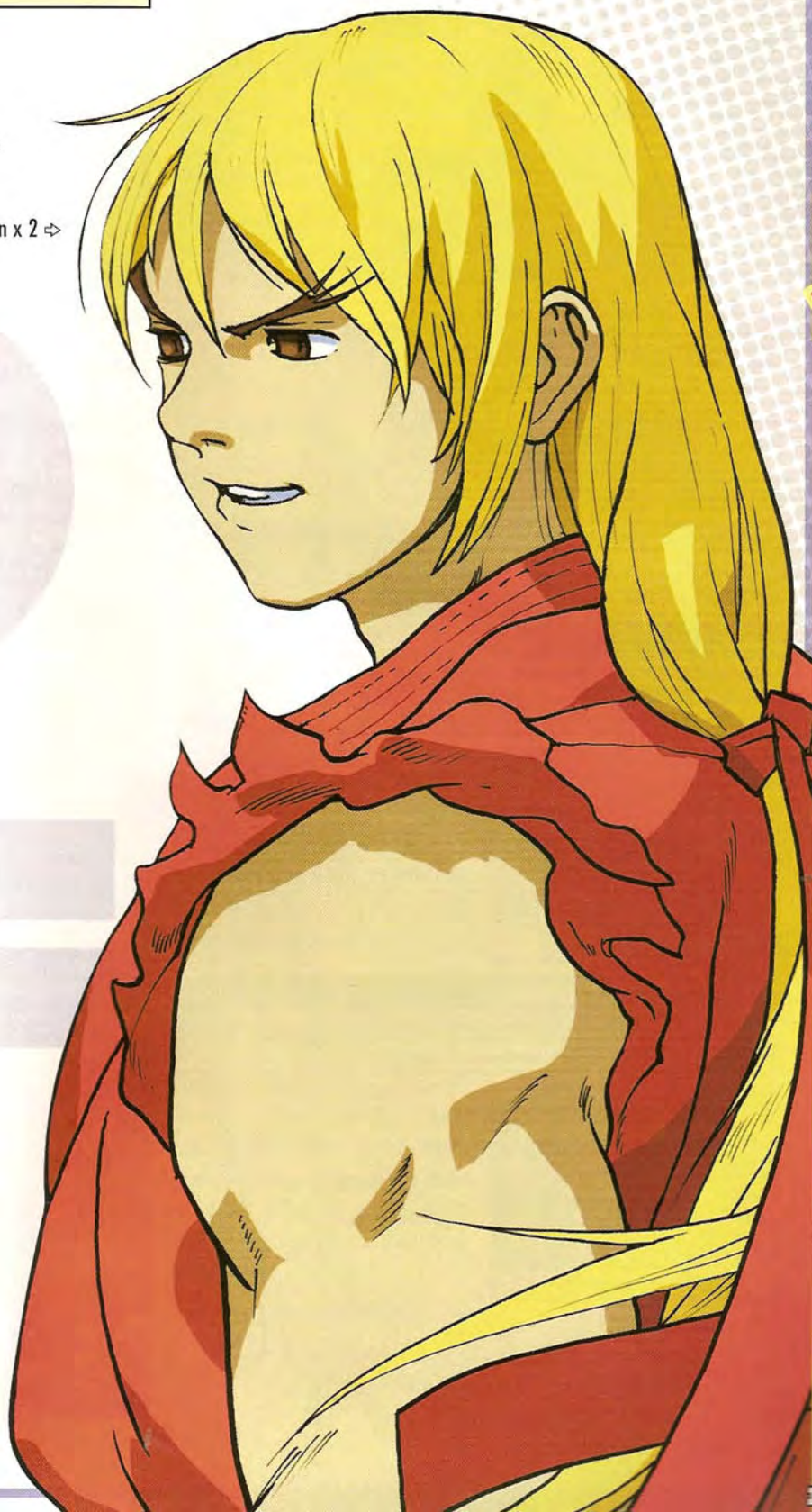
Custom Combos

#1) Level 1 Sweep CC

Crouching HK ⇄ HK Tatsumaki Senpu Kyaku ⇄ HP Shoryu Ken

#2) Level 3 Shoryu Ken CC

Crouching HK ⇄ HK Tatsumaki Senpu Kyaku ⇄ LP Shoryu Ken x 2 ⇄ HP Shoryu Ken



KEN

M. BISON

M. Bison's Objective

Your mission as Dictator M. Bison is to corner your enemy. He has a plethora of normal attacks that are great for applying pressure at close-range. When your adversary's back is to a wall, the options for escape become extremely limited, making it easier for you to bait reversal attempts and counter them for big damage.



How to Accomplish M. Bison's Objective

Option 1: Throw a LP Psycho Shot and attack behind it

When you find a moment to throw a projectile safely (i.e. when your enemy isn't looking for something to jump over), do a LP Psycho Shot and walk behind it. It travels extremely slowly, enabling you to essentially use it as a shield whenever you are trying to gain some ground. After your adversary blocks the projectile, walk forward and perform a standing MK to beat anything they try after leaving Blockstun. Condition your opponent to be afraid of this follow up and you'll eventually be able to walk all the way up to them and throw on occasion. Any throws or standing MKs you land pushes your enemy ever closer to the corner.

The only things you need to look out for are Custom Combos used to blow through your projectile and vertical jumps. If you anticipate a Custom Combo, block a little early to ensure that you will defend against it safely. If your enemy jumps vertically over the projectile, walk forward and perform a standing HK to catch them as they're airborne.

Don't be predictable with your Psycho Shot attempts, and don't bother throwing one if your enemy isn't willing to stop your forward movements. You may have to punish a few jumps to keep your enemy from jumping over your shots, in which case do an early crouching HP to meet them as they fall. Toss in M. Bison's amazing normal attacks into the mix to fortify your ground game, so you don't have to rely on Psycho Shots at all times. Use standing MK as an all-purpose attack at mid-range, which is great for punishing whiffed moves and attacking in general. When you're a little closer use standing MP instead, which yields a large window of advantage after it. Walk forward and repeatedly do it until you expect a reversal, then block and look for something to punish with a Custom Combo.



Throws

Deadly Throw	← or → + MP or HP
Psycho Fall	While jumping, ← or → + MP or HP

Special Attacks

Name	Command
Psycho Shot	Charge ← → + Any Punch
Double Knee Press	Charge ← → + Any Kick
Head Press	Charge ↗ + Any Kick, then hold ← or →
Somersault Skull Diver	Press Any Punch after Head Press
Somersault Skull Diver	Charge ↗ + Any Punch, hold ← or →, then press Punch again
Vega Warp	← ↘ or → ↘ + LP + MP + HP or LK or MK or HK

Super Combos

Name	Command
Psycho Crusher	Charge ← → → + Any Punch
Knee Press Nightmare	Charge ← → → + Any Kick

Option 2: Perform M. Bison's Punch AC

Since Recovery Rolls can't be done against Alpha Counters, M. Bison's Punch Alpha Counter is perfect for getting your enemy away from you and regaining the momentum of the match. It also happens to deal a solid chunk of damage while blasting your enemy across the screen, moving them that much closer to the opposite corner.



Basic Strategy

Offensive Notes

M. Bison's standing LK is incredible for close-range pressure tactics. Walk towards your enemy and repeatedly do this attack at varying speeds. If you anticipate a reversal, block for moment and look for something to punish with a Custom Combo. If you believe your enemy is going to take a defensive stance, walk forward and throw them. In cases where you believe they may try to stick out a normal attack to stop a throw, perform an immediate standing MP to stop their attempt. From this point you can move on to doing repeated walk up standing MPs while looking for the chance to move back into standing LK range.



Defensive Notes

Use an early crouching HP to punish jumping attacks performed on top of you. Against jumps from the front, use Bison's standing HK. Against anything else that's giving you trouble, like high priority jumping attacks (Rose's jumping LK), use M. Bison's Punch Alpha Counter.



Alpha Counters

Punch AC

M. Bison's Punch Alpha Counter is extremely fast, enabling you to perform it against pretty much any attack, regardless of how fast it recovers. It also sends your enemy flying across the screen, giving you an easy way to knock your enemy towards a corner.



Kick AC

After initiating it, M. Bison teleports behind his enemy. This enables you to score a free attack against your opponent if performed against a maneuver with heavy recovery. If done against a projectile, M. Bison simply teleports in place, barely avoiding the projectile. If done when near your enemy, it's possible to come out of the teleport with a standing MK or a Custom Combo to nail them for a little damage.



M. BISON

Advanced Tactics

Close Standing HP

Although difficult to set up because of its slow starting speed, close standing HP has enough advantage after it to link a subsequent standing MK. This same advantage can be used to stage guessing games if it's blocked. This is specifically useful after you've landed a Punch AC against a cornered opponent, a moment where there's plenty of time to perform standing HP early as they start to stand up. The following chart shows how to best use standing HP depending on whether it hits or not.

Standing HP



If it connects:



Link a standing MK as soon as you recover from standing HP.



If it's blocked:



Walk up and Punch throw your opponent. Works when your enemy is afraid of your other attack options.



Perform standing MK. Beats early attempts to stick something out after your enemy leaves Blockstun.



Walk up and perform a close standing LK. Shift into the repeated walking/standing LK tactic mentioned in Offensive Notes.



Alpha Z Gold Differences

M. Bison's jumping speed is slower overall, making it difficult to jump over and punish ground attacks. However, the distance he travels during the jump has been increased, which enables him to jump behind a LP Psycho Shot from the other end of the screen to get close to your opponent without risk.



Combos

Command Sequence

Crouching MP \Rightarrow HP Psycho Shot

Jump-in HK, close standing HK \Rightarrow HK Knee Press or Knee press Nightmare

Jump-in HK, crouching MP \Rightarrow Level 1~3 Knee Press Nightmare or Psycho Crusher

Standing HP linked into standing MK

Cross-up LK, standing MP linked into standing LK

Custom Combos

#1) Any Level Knee Press CC

Crouching HK \Rightarrow HK Knee Press x **N**.

#2) Level 3 Chip Damage CC

Throw repeated LP Psycho Shots as quickly as possible.



M. BISON

ROLENTO

Rolento's Objective

Rolento's objective depends on whether or not a full bar of Super Meter is available. When it's not available, your goal should be to run away from your opponent and build meter. When it is available, move in for the kill and pressure your opponent into making a mistake. When they do, activate a Custom Combo and eradicate 80% of their lifebar with Rolento's High Jump Custom Combo (refer to CC #1 in the Custom Combo section).



How to Accomplish Rolento's Objective

When you have meter: Establish Rolento's mid-range offense

Apply pressure with crouching HP and crouching HK. Use crouching HK to punish whiffed moves, or to catch a mobile opponent standing as they walk backwards. Crouching HP is to be used offensively whenever your opponent is in range for attack. Throw the occasional HK Stinger when your opponent is being defensive. Rolento recovers just before the knife is blocked, so use the advantage you have to mount a follow up attack. Walk forward and perform an early crouching HK, a late throw, or a late Custom Combo activation to punish attempts to counter your throw option.

A good way to bait an attack and safely land a Custom Combo is to perform the roll segment of the LP Mekong Delta Air Raid when you anticipate a ground attack. The best way to go about this is by walking into attack range then quickly rolling away. If you see an attack miss, activate a Custom Combo and proceed to pummel them for 80% of their lifebar.



When you don't have meter: Run away

Move out to long-range and concentrate on building Super Meter. Repeatedly whiff the roll segment of the LP Mekong Delta Air Raid to quickly accumulate meter. When your opponent approaches you, perform the Mekong Delta Escape, then hold → to fly over your unsuspecting foe to the other side of the screen. Come out of the jump with a jumping HK to build a little more meter, then continue to roll backwards when you land. Repeat until the desired amount of Super Meter is obtained. Be careful of



early jump attacks used to counter the Mekong Delta Escape as you leave the ground. Anticipate these attempts and bait them by whiffing a crouching LP. When they jump, counter their folly with the anti-air attack of your choice.

Throws

Colonel Carrier	← or → + MP or HP
Deadly Package	← or → + MK or HK

Special Attacks

Name	Command
High Jump	Tap ↵ or ↵, then press ↵ or ↵
Spike Rod	While jumping, ↓ + MK (may be repeated)
Fake Rod	→ + MK
Patriot Circle	↓↵↵ + Any Punch x 3
Mekong Delta Air Raid	↓↵↵ + Any Punch, then press Punch again
Mekong Delta Escape	↓↵↵ + Any Kick, then press ← or → to move
Mekong Delta Attack	Press LP + MP + HP, then press Any Punch
Stinger	→↓↵ + Any Kick, then press Any Punch or Any Kick
Trick Landing	Press ← or → + LK + MK + HK just before landing from a jump

Super Combos

Name	Command
Take no Prisoner	↓↵↵↓↵↵ + Any Kick
Mine Sweeper	↓↵↵↓↵↵ + Any Punch

Basic Strategy

Offensive Notes

Standing LP is extremely important as a pressure tool. Its starting and recovery animations are very short, enabling you to walk forward and repeatedly perform this attack with little risk of retaliation. The timing on each walk up LP must be adjusted depending on how early you believe your opponent will attack, however, if they attempt to attack in-between each LP, the LP will most likely beat whatever they try. If you anticipate a standing LP is going to hit, it's possible to link a crouching MK afterwards for a 2 hit combo. Once your adversary is afraid to counter your offense, use the occasional walk up throw to get them anxious to attack again. You can even jump forward and go for a cross-up MK if you anticipate a ground attack with heavy recovery. What's more, walking forward and activating a Custom Combo is a damaging way to punish your enemy's attempts to counter your throws.



Defensive Notes

Standing MP is very effective against jumping attacks, as is jumping LP, and standing HP. Your only other option outside of normal attacks is Custom Combos, which isn't negative since Rolento's anti-air Custom Combo deals insane damage (refer to CC #2 in the Custom Combo section).



Alpha Counters

Punch AC

This Alpha Counter has some use against close-range attacks, inflicting solid damage and netting a knockdown. Unfortunately, it tends to miss the last hit from any further away, leaving you at a disadvantage.



Kick AC

Instead of dealing damage, Rolento flies past his enemy with a jump. This is useful for escaping corners, and swapping your negative positioning with your enemy's. It also has some use against projectiles, enabling you to counter them from close-range and activate a Custom Combo to punish their recovery.



ROLENTO

Advanced Tactics

Mekong Delta Escape Trickery

The Mekong Delta Escape is easily one of the most flexible mobility options in Alpha 2. The ability to control the distance Rolento flies after he leaps from the wall enables you to dictate exactly where he lands. Not only is this helpful for dealing with projectiles, but it's possible to force your opponent to guess whether it's safe or not to use an anti-air against Rolento's jumping attack. The following illustration shows how to best use the Mekong Delta Escape depending on how you believe your opponent will react to it.

Perform the Mekong Delta Escape



If you believe your opponent is looking to counter a jump:



After leaving the wall, hold ← before Rolento reaches your opponent. If done correctly, Rolento will drop a sweeps distance away from his opponent. Any anti-air attempt should whiff in front of you, which can be punished with a crouching HK or a Custom Combo.



If your opponent is afraid to anti-air your jump:



After leaving the wall, hold → until Rolento passes over your opponent's head, and then press ← to steady his flight path. Perform a jumping MK, which should cross-up, hitting your opponent from behind.



After leaving the wall, input no directions and simply perform a late jumping HK during your descent. Hits your opponent from the front.



Alpha 2 Gold Differences

Jump attacks deal minimal damage during a Custom Combo now, eliminating his highly damaging High Jump CC (refer to CC #1 in the Custom Combo section). His grenade taunt (Select button) also hits now, but it deals minimal damage.



Combos

Command Sequence

Cross-up MK, crouching LP x 2 ⇒ HP Patriot Circle

Standing LP linked into crouching MK

Perform an early standing MP when your enemy is about to stand up, timed so that it hits late, then link crouching MK

Custom Combos

#1) Level 3 Big Damage High Jump CC

Crouching HK ⇒ forward High Jump ⇒ jumping LK x 3 ⇒ forward High Jump ⇒ jumping LK x 3
⇒ forward High Jump ⇒ jumping LK x 3.

#2) Level 2 Anti-Air CC

Anti-air standing MP ⇒ High Jump ⇒ jumping HK x 3 ⇒ High Jump ⇒ Jumping LK x 3



ROLENTA



ROSE

Rose's Objective

Your objective with Rose is to establish mid-range and use higher priority moves than your opponent. (A note from Alpha 2 player David Sirlin: Her main goal is to use crouching MP!) When played correctly, your enemy must resort to risky measures to defeat Rose's incredible crouching MP. These measures can be dealt with using Rose's Punch Alpha Counter, which leads to free damage against any blocked attack. Once your opponent is afraid to attack, the window to move in opens, allowing you to establish Rose's strong close-range options.

Throws

Soul Drain ← or → + MP or HP

Special Attacks

Name	Command
Sliding	↘ + MK
Soul Spark	← ↘ ↘ → + Any Punch
Soul Throw	→ ↘ ↘ + Any Punch
Soul Reflect	↓ ↘ ← + Any Punch
Soul Spiral	↓ ↘ → + Any Kick

Super Combos

Name	Command
Aura Soul Spark	↓ ↘ ← ↘ ↘ ← + Any Punch
Aura Soul Throw	↓ ↘ → ↘ ↘ → + Any Punch
Soul Illusion	↓ ↘ → ↘ ↘ → + Any Kick



How to Accomplish Rose's Objective

Option 1: Establish Rose's mid-range offense

Despite its harmless appearance, Rose's crouching MP is one of the most effective moves in the game. Position yourself in front of your opponent, so that you are just barely far enough away for it to miss, then rapidly whiff this move in front of them. This effectively creates a little wall that's difficult to breach. Attempting to attack you while crouching MP is extended results in their move running into it on start up. Your enemy has little choice but to back away from you a little in this situation to gain some breathing room. It's possible to use Custom Combos to blow through a crouching MP, to walk up and Alpha Counter at the last moment, or to just sweep in-between each crouching MP, but all three of these options are very difficult to do and easily be anticipated, since they are the only options available.

Because your opponent is going to take measures to back away from crouching MP, use crouching HK to catch them as they stand up to move. If you believe they are going to attempt to attack in-between each crouching MP, anticipated it and block to score a Punch Alpha Counter combo (refer to Alpha Counter section).

If you're ever pushed outside of crouching MP range, resort to basic foot games. Use crouching HK to punish any missed attacks you bait through movement. If you want to get close again, use Rose's Sliding (↘ + MK) from as far away as possible to quickly move back into crouching MP range. If it hits as late as possible, you should have a very small window of advantage to work with when you recover. If you misjudge the distance, and it hits too close, you'll be left at a disadvantage. Block when you recover and Punch Alpha Counter anything your enemy tries to attack with!



Basic Strategy

Offensive Notes

Rose's main attack opening is cross-up MK. Like any cross-up, you can perform it at a varying points during the jump to purposefully have it hit your enemy in the front or back. If it hits, link crouching LP \Rightarrow crouching LK, linked into crouching MP \Rightarrow LK Soul Spiral. If it doesn't hit, throw your opponent, or go for crouching LP linked into crouching LK. You have several options at your disposal depending on whether or not crouching LP \Rightarrow LK connects. The following illustration shows what actions to take depending on what occurs.

Crouching LP \rightarrow Crouching LK



If it connects:



Link crouching MP \Rightarrow LK Soul Spiral.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of every other option.



Walk forward and go for crouching LK linked into crouching MP \Rightarrow LK Soul Spiral. Beats attempts to counter your throw.



Walk forward and activate a Custom Combo. Catches attempts to counter your throw for big damage. Strictly beats anything your enemy tries that doesn't have invulnerability.

Defensive Notes

Crouching HP is a fantastic anti-air maneuver. It's possible to cancel this attack directly into a Level 1 Soul Throw for massive damage. Against those rare anti-air attacks that crouching HP can't beat, a standalone Level 1 Soul Throw, or a Custom Combo, are the other options at your disposal.

Rose's Punch Alpha Counter is a great option to use when you're receiving any sort of overwhelming pressure. It leads into free combo opportunities when you successfully land it, which is pretty much always.



ROSE



Alpha Counters

Punch AC

Rose's Punch Alpha Counter is very unique and very dangerous. After she tosses her opponent aside they're left vulnerable for a short period of time. It's possible to take advantage of this momentary window of Hitstun and link a combo after it. This is an incredible advantage to have because Rose deals massive damage when she gets an opening. Additionally, this AC happens to swap your positioning with your enemy's. When used strategically, this is helpful for quickly getting out of corners, giving your terrible positioning to your enemy. Use this AC as much as needed to turn the tide of the match in your favor!



Kick AC

This Alpha Counter is useful for countering sweeps and other low hitting attacks. It's also useful as a measure to counter projectiles thrown at mid-range. Use the knockdown to go for a cross-up MK!



Advanced Tactics

Soul Reflect

The Soul Reflect has a variety of uses against projectiles. The LP Reflect absorbs projectiles, increasing your Super Meter by a large amount. Absorbing projectiles in this manner also boosts the damage and stun damage Rose's Soul Spark inflicts by a small amount. This amplification is exponential, increasing as you absorb more and more projectiles. At full strength, the Soul Spark can deal a massive 30%. The damage boost only affects one Soul Spark, however. The only exception to this rule is Custom Combos, in which case every Soul Spark within the combo will deal the full amount. Following this rule, it's possible to absorb 7 projectiles, activate a Level 3 Custom, then do crouching HK canceled into repeated LP Soul Sparks to instantly kill your opponent with one combo!

The MP and HP Soul Reflect bounce projectiles back towards your opponent. The MP Reflect bounces them forwards, while the HP version fires them upwards at a 45-degree angle. This is incredibly important to keep in mind against projectile oriented characters like Ryu and Charlie. In Charlie's case, his entire ground game revolves around his LP Sonic Boom, which he walks and jumps behind to safely establish a desired position. If you believe he's going to throw a LP Sonic Boom and jump behind it, use a HP Soul Reflect to bounce the Sonic Boom upwards and punish the jump.

In cases where Charlie just walks behind a LP Sonic Boom, use the MP Reflect to bounce it towards him, and then start walking behind it to gain your desired position.

Reflecting projectiles is effective, but don't get faked into performing a Soul Reflect for no reason. Most characters can activate a Custom Combo to blow through your reflected projectile if you're obvious about it.



Soul Illusion Tactics

Rose's Soul Illusion has several interesting uses outside of combos. The first is its amazing ability to deal massive amounts of Chip damage when used in combination with her HK Soul Spiral. The method to do so is simple, activate the Soul Illusion, then perform $\text{↵} + \text{MK}$ to get close, then link crouching $\text{MP} \Rightarrow \text{HK Soul Spiral}$. The HK Soul Spiral deals a whopping 10-15% of block damage in this situation.

Another trick is a defensive measure against jumps. Activate the Soul Illusion, and if your enemy happens to jump towards you, initiate Rose's $\text{↵} + \text{MK}$ to slide under your enemy. If timed correctly, the illusion duplicates should catch your enemy as you pass behind them, allowing you to link crouching $\text{HP} \Rightarrow \text{HK Soul Spiral}$ for big damage. Since it's a cross-up, this can be defended if your enemy blocked the opposite direction. This is rarely done, however, and even if they do, they will still take massive block damage from the HK Soul Spiral anyways.



Unblockable Soul Illusion

It's possible to set up a situation where Rose's Soul Illusion duplicates become unblockable. This is done by creating a situation where Rose is not attacking, but her shadow is. One good way to set this up is to knock your enemy down with crouching HK, activate a Level 1 Soul Illusion, then perform Rose's Sliding (↵ + MK). Time the slide so it completely finishes recovering just before your enemy gets up, but the illusion Rose is still finishing her slide. The illusion's slide is not blockable in this situation, and you can link crouching MP ⇒ LK Soul Spiral for big damage. Note that the enemy can initiate a Recovery Roll when you land crouching HK to avoid this, but you can counter the attempt by performing a Custom Combo starting with another crouching HK to hit them.



Reverse Control Scheme Bug

If you perform a Punch Alpha Counter against an enemy while they are doing a Custom Combo, they'll end up facing the opposite direction after Rose tosses them to the side. Perform the typical combo in this situation consisting of crouching MP ⇒ LK Soul Spiral. After the combo, your enemy continues to face the wrong direction as they start to stand up. Although they turn around and face the correct direction one frame after they fully stand up, if you force them to get up into an attack, they actually have to block it with a reverse control scheme. In other words, your enemy must block standing attacks by holding **forward** on their controller.

There are a few ways to take advantage of this. One example consists of simply jumping towards your unsuspecting foe after you land Punch Alpha Counter ⇒ crouching MP ⇒ LK Soul Spiral. Perform a late jumping HK linked into crouching HP ⇒ HK Soul Spiral, timed so that the first hit meets your enemy just as they stand up. This of course must be blocked the opposite direction, which isn't going to happen if your enemy has never heard of this exploit before.



Alpha 2 Gold Differences

Rose now has access to a new command normal called the Soul Piede (→ + HK), which is simply a new version of Rose's standing HK that leaves her close to her enemy. Rose also receives a substantially smaller damage boost after absorbing projectiles. This damage boost is also not available when performing Custom Combos, making it impossible to do her 100% damage Custom Combo.



Combos

Command Sequence

Crouching LP ⇒ crouching LK, linked into crouching MP ⇒ LK Soul Spiral

Crouching LP ⇒ crouching LK ⇒ Level 3 Aura Soul Throw

Jump in HP, crouching HP ⇒ HK Soul Spiral

Cross-up MK, crouching MP ⇒ Level 1 Soul Illusion, link directly into a Level 2 Aura Soul Spark

Punch Alpha Counter, link crouching MP ⇒ LK Soul Spiral or Level 2 Aura Soul Spark

Custom Combos

#1) Level 1 Soul Spiral CC

Crouching HK ⇒ LK Soul Spiral x 2 ⇒ HP Soul Throw



RYU

Ryu's Objective

A Ryu player's main goal is to grind opponents down with HP Hado Ken, while fortifying an iron defense. Apply pressure and lure your enemy to jump at you, attack at mid-range, or perform any other risky action that you can punish with a Shoryu Ken or a Custom Combo.

Throws

Seoi Nage	← or → + MP or HP
Tomoe Nage	← or → + MK or HK

Special Attacks

Name	Command
Sakotsu Wari	→ + MP
Senpu Kyaku	→ + MK
Hado no Kamae	↓↘↗ + Select
Hado Ken	↓↘↗ + Any Punch
Shoryu Ken	→↓↘ + Any Punch
Tatsumaki Senpu Kyaku	↓↖↗ + Any Kick (may be performed while jumping)

Super Combos

Name	Command
Shinku Hado Ken	↓↘↗↓↘↗ + Any Punch
Shinku Tatsumaki Senpu Kyaku	↓↖↗ + Any Kick



How to Accomplish Ryu's Objective

Option 1: Establish Ryu's mid-range offense

Ryu's ground game mostly revolves around his Hado Ken, which comes out extremely fast and knocks down at close range. Because it takes 1/5th of a second for block to register in Alpha 2, Ryu's close range HP Hado Ken seems almost impossible to block on reaction to its release. Stand just outside of your opponent's maximum attack range. Adjust your position to match theirs when they move around. From this distance, Ryu's Hado Ken is very difficult jump over on reaction. Anticipate when your opponent may try to attack, then throw a HP Hado Ken. Fake Hado Kens by whiffing the occasional LP. This may trick your opponent into jumping towards you. If they jump, counter it with a late Shoryu Ken. If they don't take the bait, immediately throw another HP Hado Ken to push them away from you.

Toss a basic ground game into the mix to add another layer of options. Other pokes at your disposal include crouching MK, standing LK (which has surprisingly good range), and crouching HK ⇔ Hado Ken. If you think your enemy is looking to Alpha Counter one of your attacks, reverse their attempt by buffering a Shinku Hado Ken or MP Shoryu Ken whenever you perform a crouching MK or HK. If at any point your enemy misses an attack, punish the recovering attack with crouching HK, crouching MK ⇔ Level 2~3 Shinku Hado Ken, or a Custom Combo.



Basic Strategy

Offensive Notes

Ryu's close-range offensive capabilities revolve around his crouching LK x 2 opening. Crouching LK can be chained into standing LK, which can then be canceled into a HP Hado Ken or Shinku Hado Ken for solid damage. If crouching LK x 2 is blocked, use the extended Blockstun after the attack recovers to initiate a secondary attack. The following illustrates what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK \Rightarrow HP Hado Ken or a Level 1-3 Shinku Hado Ken.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of your other options.



Walk up crouching LK \Rightarrow standing LK \Rightarrow HP Hado Ken or Level 1-3 Shinku Hado Ken. Counters late attempts to stop your throw option.



Crouching MK \Rightarrow HP Hado Ken. Counters early attempts to stop your throw option.

Defensive Notes

Use the LP version of Ryu's Shoryu Ken to counter jumping attacks. The MP version is useful as a reversal when you're getting up from a knockdown, or as a risky option to punish your enemy's extended normal attacks. Ryu's Shinku Tatsumaki Senpu Kyaku is also a useful reversal, it has enough invulnerability to blow through most attacks, while still being mostly safe to counter attack.



Alpha Counters

Punch AC

Can be used to safely deal with any jump-in attempts you have trouble reacting to normally. This cannot be done against jump attacks that are performed late, however, in which case there is enough time for your opponent to block when they land.



Kick AC



Useful for countering sweeps and other attacks that hit low. Specifically, use it to counter the ending segments to certain pressure patterns, like Rose's crouching HK after she's forced you to block crouching MP \Rightarrow Crouching MP.

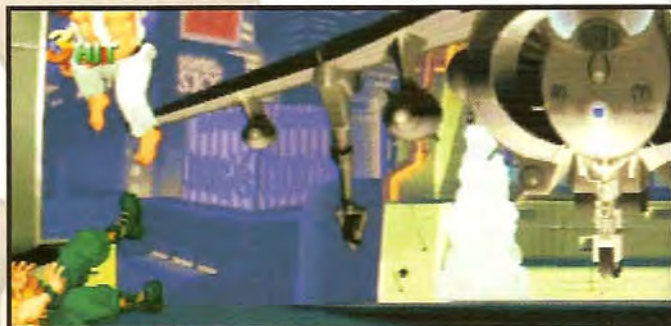
Advanced Tactics

Empty Jump-in

Ryu has a useful tactic that you can use, if you land a combo near a corner, that ends with his HP Hado Ken (the version that knocks down). After it hits, immediately jump forward after you recover from the Hado Ken. Do nothing during the jump, simply land, and go for crouching LK x 3 \Rightarrow HP Hado Ken. After the second knockdown, wait about a quarter of a second then jump forward again. Come out of the jump with an extremely late jumping LK, then link crouching LK x 2 \Rightarrow HP Hado Ken afterwards.

The basic idea behind this tactic is to make it difficult for your enemy to tell whether you're going for a high or low attack. It's very difficult to judge whether Ryu is going to simply land from the jump and go low, or perform a late jumping attack. This makes the high/low aspect of this tactic very convincing and very difficult to block.

Keep in mind that it's possible for your enemy to perform a Recovery Roll to avoid this tactic. Discourage your opponent from trying them by punishing the roll with crouching HK when you recover from the HP Hado Ken.



Alpha 2 Gold Differences

Ryu's Hadou Ken receives a damage decrease, and also loses its knockdown properties when it hits at point-blank range. In return, he gains the fiery Shakunetsu Hado Ken ($\leftarrow \rightarrow \rightarrow \rightarrow$ + Any Punch), which is a poor substitute for the devastating loss.



Combos

Command Sequence

Crouching LK x 2 ⇨ standing LK ⇨ HP Hado Ken or Level 1~3 Shinku Hado Ken

Crouching MP linked into crouching MK ⇨ HP Hado Ken or Level 1~3 Shinku Hado Ken

Crouching LK ⇨ crouching LP, linked into crouching MP ⇨ HP Hado Ken or Level 1~3 Shinku Hado Ken

Cross up MK, crouching HP ⇨ HP Shoryu Ken

When enemy is cornered, early jump in HP, crouching HP ⇨ Level 1 Shinku Tatsumaki Senpu Kyaku, immediately juggle with Level 1 Shinku Hado Ken

When enemy is cornered, early jump in MP (2 hits), crouching MP linked into crouching MK ⇨ LK Tatsumaki Senpu Kyaku, then immediately juggle with a Level 1~3 Shinku Hado Ken

Custom Combos

#1) Level 1

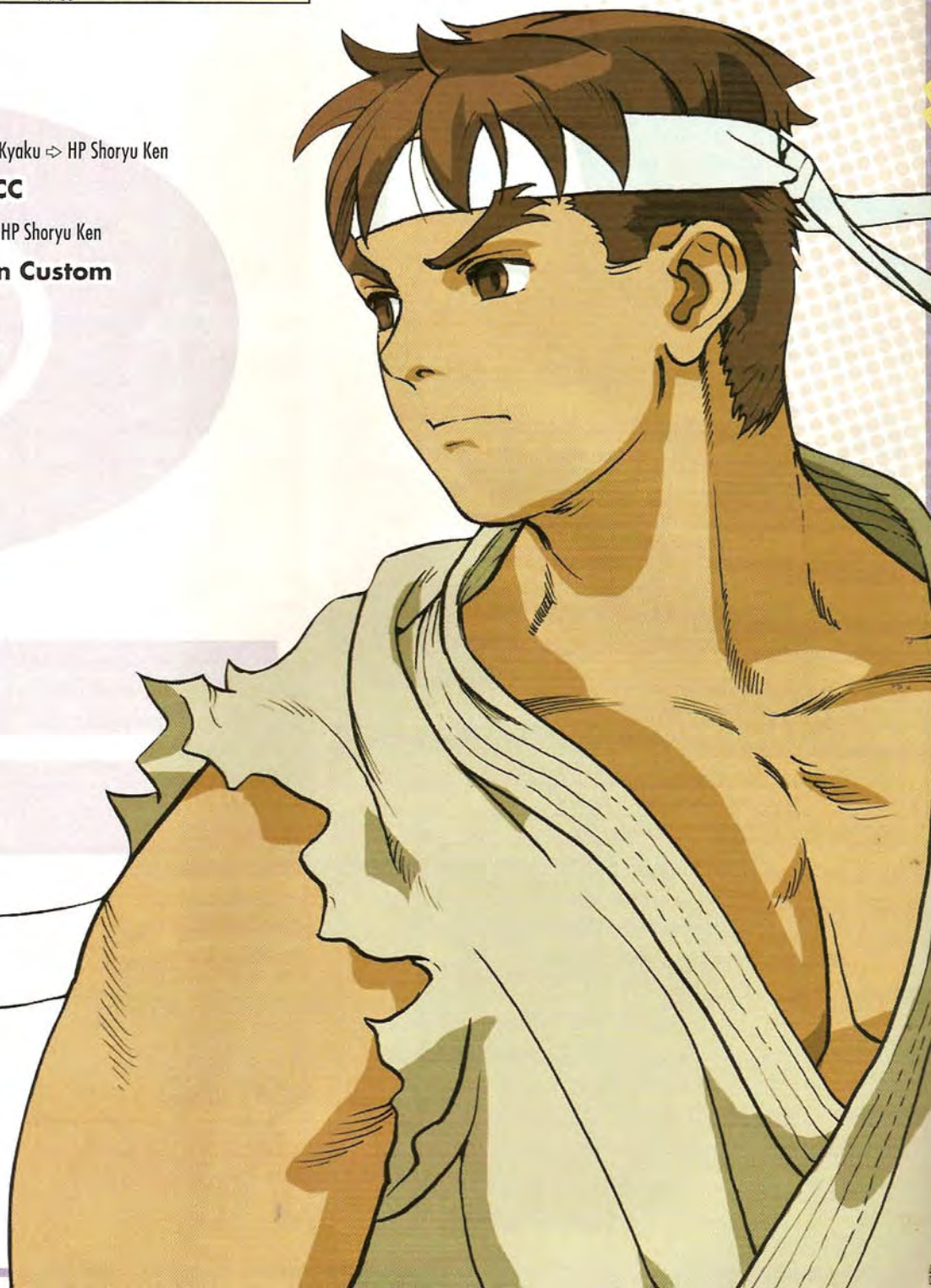
Crouching HK ⇨ HK Tatsumaki Senpu Kyaku ⇨ HP Shoryu Ken

#2) Level 1 Anti-Air CC

Standing MP ⇨ LP Shoryu Ken x 2 ⇨ HP Shoryu Ken

#3) Level 3 Hado Ken Custom

Crouching HK ⇨ Hado Ken x **N**



RYU

SAGAT

Sagat's Objective

Sagat's strong suits are his incredible Tiger Crush Custom Combo (refer to CC #3 in the Custom Combo section) and his well-balanced mid-range capabilities. His long reaching limbs and speedy Tiger Shots enable you to apply pressure and deal damage from just outside of his enemy's attack range. When played properly, opponents will take measures to counter these options, often by jumping or carefully planning a ground attack. Your objective when playing Sagat is to anticipate these counters and punish them with his Tiger Crush Custom Combo, which deals a massive 80% at Level 3!

Throws

Tiger Carry

← or → + MP or HP, press any button rapidly

Special Attacks

Name	Command
Fake	Press MK twice in rapid succession
Tiger Shot	↓↘→ + Any Punch
Ground Tiger Shot	↓↘→ + Any Kick
Tiger Blow	→↓↘ + Any Punch
Tiger Crush	→↓↘ + Any Kick

Super Combos

Name	Command
Tiger Cannon	↓↘→↓↘→ + Any Punch
Tiger Raid	↓↘→↓↘→ + Any Kick
Tiger Genocide	↓↘→↓↘→ + Any Kick



How to Accomplish Sagat's Objective

Option 1: Establish Sagat's mid-range offense

Position yourself just outside of your enemy's maximum attacking distance. Adjust your position when they move around. Anticipate attacks early and throw a Tiger Shot to thwart their offense. If your enemy is looking for a Tiger Shot to jump over, lure out the jump by whiffing a crouching LP, then punish it with a HP Tiger Blow or a Custom Combo. An occasional HP Tiger Shot may catch some jump attempts early if you're close enough. Walk into range and use an intermittent standing MK to push your enemy backwards and to catch jumps early before they leave the ground. If you have the Super Meter to spare, activate a Custom Combo if your enemy finds a gap in your offense and proceeds to enter attack range. This usually catches them standing or performing an attack, in either case they can't counter the Custom Combo.



Basic Strategy

Offensive Notes

Sagat's close range options are basic, often forcing you to rely on simple combos to deal damage. However, Sagat's Level 1 Tiger Raid is usually safe to punishment when blocked. If you're feeling lucky, this allows you to take an occasional guess and go for crouching MP \leftrightarrow Level 1 Tiger Raid, which leads to a HP Tiger Blow near corners against most characters. If the Tiger Raid is blocked you're left at a slight disadvantage, as you can't perform normal attacks afterwards and hope to beat anything. If you anticipate an attack when you recover, perform a Tiger Blow afterwards, or activate a Custom Combo. If you predict that your enemy will take a defensive stance and block, throw when you recover to shatter their defense.



Defensive Notes

Sagat's HP Tiger Blow is perfect as an anti-air maneuver or as a reversal when getting up from a knockdown. Standing MP and standing HK also work well against jumping attacks. In regards to standing MP, cancel it into a HP Tiger Blow for a cool looking air combo! A Level 3 Tiger Cannon also has enough invulnerability to work as anti-air, though it's usually better to save the meter for a Custom Combo.



Alpha Counters

Punch AC

Sagat's Punch AC is a lackluster version of his Tiger Blow. Considering how great Sagat's anti-air options already are, there's really no reason to use this move.



Kick AC



This Alpha Counter can be used against close range attacks or early jump attacks. Not a bad AC, but it's still generally not worth using over Custom Combos.

SAGAT

Advanced Tactics

Tiger Crush

Normally it's difficult to move Sagat into cross-up LK range after landing a crouching HK or a HP Tiger Blow. To compensate for this problem, perform a HK Tiger Crush immediately after you recover from either move to quickly move into close-range. After you recover from the leaping knee, you have plenty of time to setup the cross-up attempt. Keep in mind that your enemy can perform a Recovery Roll to avoid this, in the case of crouching HK, so scare them into becoming passive by activating a Custom Combo and punishing the Recovery Roll attempt. The following diagram illustrates how to best use cross-up LK depending on if it hits or not.

Cross-up LK



If it connects:



Link crouching LK ⇌ HP Tiger Blow.



If it's blocked:



Perform crouching MP ⇌ LK Ground Tiger Shot when you land. Beats attempts to counter your throw option.



Initiate a throw when you land. Works when your opponent is afraid of your other attack options.



Jump forward and go for another cross-up LK. This may punish recovery heavy attempts to attack you after landing from the first cross-up LK. It's also difficult to block in general.



Alpha 2 Gold Differences

Sagat's "fake" standing MK is much easier to perform in Alpha 2 Gold (standing MK twice in rapid succession). He also gains access to the Angry Charge (↓↘→↓↘→ + Select), which powers up his Tiger Blow. This damage increase only lasts for one Tiger Blow though, so use it wisely. Lastly, his Level 1 Tiger Raid is endowed with a much longer invulnerability window, making it useful as a reversal.



Combos

Command Sequence

Crouching MP ⇨ HK Ground Tiger Shot

Crouching LK linked into crouching LK ⇨ Level 1~3 Tiger Raid

Cross-up jumping LK, standing MP ⇨ HP Tiger Blow

Jump-in HK, crouching MP ⇨ Level 3 Tiger Genocide

When enemy is cornered, jump in HK, crouching MP ⇨ Level 1 Tiger Raid, juggle with an immediate HP Tiger Blow

When enemy is cornered, jump in HK, crouching MP ⇨ LK Tiger Crush, juggle with an immediate HP Tiger Blow (works only against large characters)

Custom Combos

1#) Level 1 Tiger Crush CC

Crouching HK ⇨ standing MP ⇨ HK Tiger Crush ⇨ HP Tiger Blow

2#) Level 1 Anti-Air CC

Standing MP ⇨ HK Tiger Crush ⇨ HP Tiger Blow

#3) Level 3 Tiger Crush CC

Crouching HK ⇨ standing MP ⇨ HK Tiger Crush x 4 ⇨ HP Tiger Blow



SAGAT

SAKURA



Throws

Sakura Jime	← or → + MP or HP, then press any button rapidly
Sailor Shoot	← or → + MK or HK

Special Attacks

Name	Command
Flower Kick	→ + MK
Hado Ken	↘ → + Any Punch, (press Punch up to 2 more times to expand)
Sho'o Ken	→ ↘ + Any Punch
Shunpu Kyaku	↘ ↘ + Any Kick

Super Combos

Name	Command
Shinku Hado Ken	↘ ↘ → ↘ → + Any Punch
Haru Ichiban	↘ ↘ ↘ ↘ + Any Kick
Midare Zakura	↘ → ↘ + Any Kick

Sakura's Objective

The bustling Sakura is the master of close range combat. She has what's largely considered to be the most flexible and damaging combo in Alpha 2. In addition to that, she has an extremely abuse-able cross-up attack and a throw that perfectly sets it up. The end result is her uncanny ability to hit opponents once and keep the momentum in her favor through repeated knockdowns and set ups. Once she's fired up, Sakura only has to land 3 combos to dizzy her enemy, making her terrifyingly effective once she's near an opponent. That being said, your objective when playing Sakura is to set up her cross-up MK.



How to Accomplish Sakura's Objective

Option 1: Establish Sakura's mid-range offense

Your goal at this distance is to eventually bait and punish a jump or land a crouching HK, both of which lead to cross-up MK antics. Play foot games and pressure your enemy with standing HK, which is a well-rounded poke that's fast and completely safe to punishment when blocked. It also tends to catch jumps as they leave the ground at close-range. Throw Hado Kens to further push your enemy towards a corner and to get them anxious to jump. If you toss a Hado Ken and your enemy jumps, expand its size twice (press Punch twice after ↘ → + Punch) to nail your enemy out of the sky. In cases where you anticipate an aggressive jump early, punish it with a Custom Combo or crouching HP ⇒ HP Sho'o Ken.

If your enemy happens to miss any attacks against you while you are moving around, punish the folly with crouching HK. Although it's possible for your opponent to avoid a follow up attack by doing a Recovery Roll, you can activate a Level 1~3 Custom Combo starting with crouching HK to catch the attempt for big damage. Once they're hesitant to do it, walk towards your foe and jump at them to go for a cross-up MK.



Option 2: Jump over one your opponent's attacks

Anticipate a ground-based attack and jump over it. If you guess correctly and your opponent does an attack, come out of the jump with jumping HK and link standing HP \Rightarrow HP Sho'o Ken afterwards to score your knockdown. If they don't do an attack and can't counter your jump (because they weren't looking for it), come out of the jump with a late jumping HK. After you land, use the advantage to go for any basic throw or combo mix up. In cases where your opponent sees the jump and tries to punish it, it's possible to blow through it with a Custom Combo if timed correctly, ultimately scoring a precious knockdown and a load of damage as well.



Basic Strategy Offensive Notes

Crouching LK x 2 is Sakura's main attack opening. It leads directly into her main combo, which is crouching LK x 2 \Rightarrow standing LK \Rightarrow HP Sho'o Ken. Crouching LK itself has advantage after it if it's blocked, so if crouching LK x 2 is defended, stage a follow up attack. The following exemplifies what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK \Rightarrow HP Sho'o Ken or Level 1~2 Midare Zakura.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of every other attack option. Sets up a cross-up MK in addition to the damage.



Close standing HP \Rightarrow HP Hado Ken. Beats early attempts to attack you after your enemy recovers from Blockstun.



Walk up crouching LK \Rightarrow standing LK \Rightarrow HP Sho'o Ken or Level 1~2 Midare Zakura. Beats late attempts to counter your throw option.



Jump forward and go for a cross-up MK. This is a difficult option for novice players to block. Also counters recovery-heavy attempts to attack after your opponent leaves Blockstun.

Defensive Notes

Crouching HP should be your anti air of choice. It's possible to cancel it into a HP Sho'o Ken or a Level 1~2 Midare Zakura for a little extra damage (though it's usually not worth it). A standalone Level 3 Shinku Hado Ken is also very effective as anti-air because of its shield-like starting animation.



SAKURA

Alpha Counters

Punch AC

Can be used to beat jumping attack if performed early. It tends to miss if it's done against a deep jumping attack, in which case your enemy has time to block when they land. Even still, if it hits, perform a cross-up MK afterwards to stage an attack.



Kick AC

This is worthy option against long reaching normal attacks and some projectiles thrown at close range. Also sets up her cross-up MK if it hits, making it very important to you if you're looking to turn the tide of the match in your favor.



Advanced Tactics

Ambiguous Cross-up MK Loops

As the core to Sakura's attack options, it's important to learn to utilize her cross-up jumping MK effectively. It's possible to initiate it at different points during a jump to cause it to hit the front or back of your opponent. This is performed by doing MK early during the jump to get it to hit from the front, or later during the jump for it to hit from behind. This forces your opponent to make a blind guess every time you go for a cross-up. To add further confusion to the mix, some setups allow you to perform an "empty" jump, which includes jumping forward and not doing a jump attack, then landing and going for an immediate crouching LK combo. This effectively lures your opponent into blocking high against what they think is a jump attack.

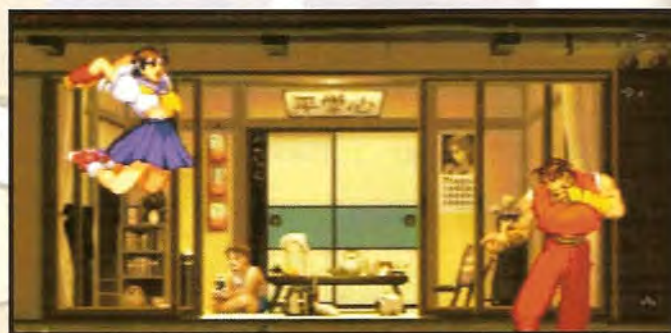
The situations where it's possible to set up a cross up MK are very specific. The first is after landing Sakura's bread & butter combo, crouching LK x 2 ⇒ standing LK ⇒ HP Sho'o Ken. It's feasible for your opponent to perform a Recovery Roll after being hit by this attack, so scare your opponent into straying away from the idea by punishing it a few times with a quick combo. The second opportunity is after landing Sakura's Punch throw (Sakura Jime), which sets up a cross-up attempt perfectly. In both situations, simply initiate a forward jump a second before your opponent starts to stand up to set up the cross-up.

If the cross-up hits, link crouching LK x 2 ⇒ standing LK ⇒ HP Sho'o Ken to reset the same situation all over again. If it doesn't hit, go for a throw when you land, crouching LK x 2, or Sakura's Flower Kick overhead attack (⇒ + MK, then link crouching LK ⇒ HP Sho'o Ken if it hits). If you land Sakura's Punch throw, go for another cross-up afterwards to keep the party bumping.



Alpha 2 Gold Differences

In Alpha 2 Gold she gains access to the Sakura Otoshi (⇒ ↓↘ + Any Kick Button), which is a jumping punch attack that leaves Sakura extremely vulnerable to counter attack. Mostly a joke attack, this move has zero uses in competitive play.



Combos

Command Sequence

Cross-up MK, crouching LK x 2 ⇒ standing LK ⇒ HP Sho'o Ken or Level 1~2 Midare Sakura

Standing MP linked into crouching LK ⇒ HP Sho'o Ken or Level 3 Shinku Hado Ken

Perform a Flower Kick (→ + MK), then link crouching LK ⇒ HP Sho'o Ken or Level 3 Shinku Hado Ken

Jump-in HK, crouching HP ⇒ HP Sho'o Ken or Level 3 Haru Ichiban

Custom Combos

#1) Level 1 Ground CC

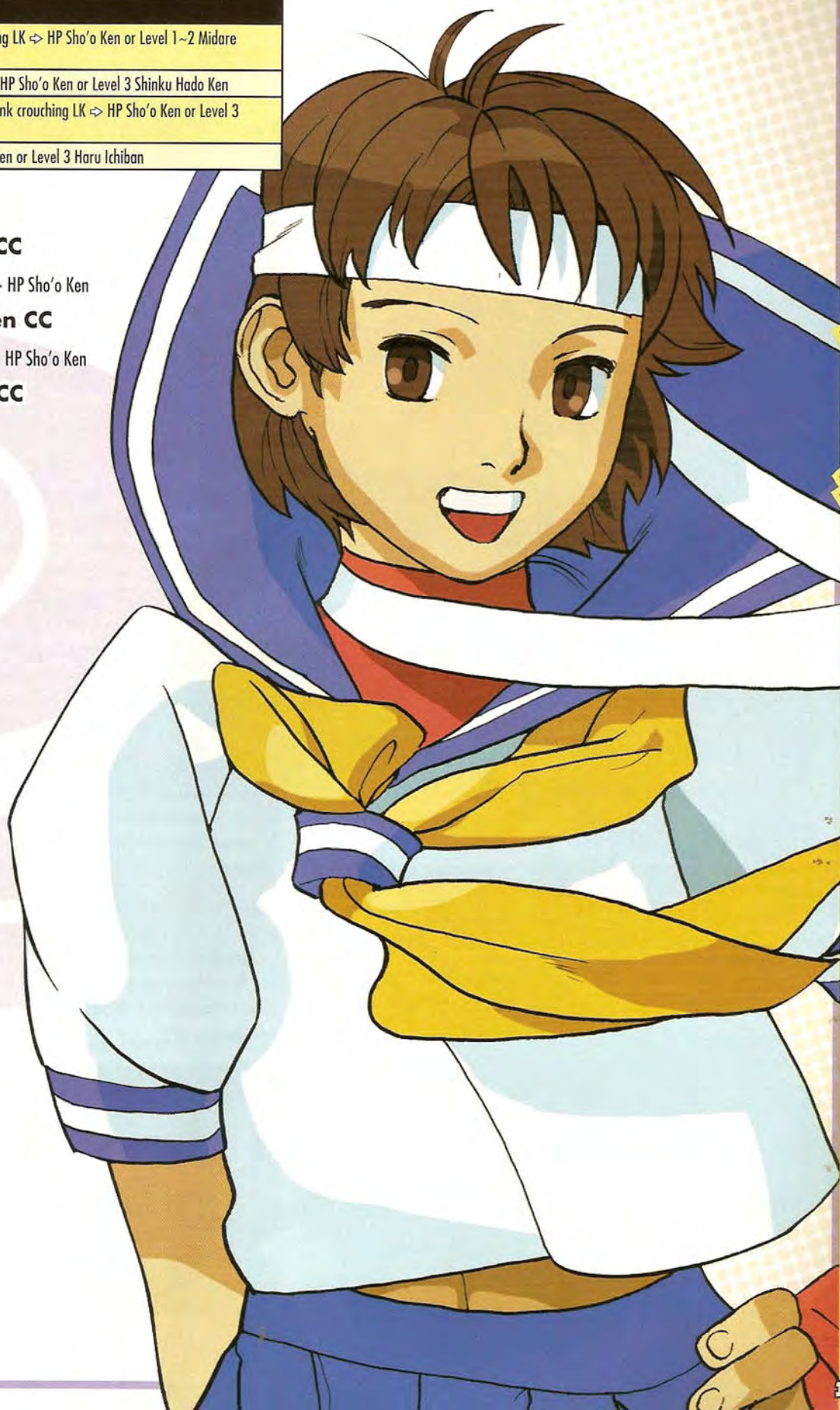
Crouching HK ⇒ HK Shunpu Kyaku ⇒ HP Sho'o Ken

2#) Level 3 Sho'o Ken CC

Crouching HK ⇒ MP Sho'o Ken x 3 ⇒ HP Sho'o Ken

3#) Level 3 Anti-Air CC

MP Sho'o Ken x 3 ⇒ HP Sho'o Ken



SAKURA

SODOM

Sodom's Objective

Sodom has many strong options at middle and close-range. Using Jigoku Scrapes, apply pressure at mid-range to scare your enemy into taking a defensive stance. Once they're afraid to make any sudden attacks, move into close-range to stage Sodom's damaging guessing games.



Throws

Shogun Throw (high)	← or → + MP or HP
Shogun Throw (low)	← or → + MK or HK

Special Attacks

Name	Command
Jigoku Scrape	↓↘→ + Any Punch
Butsumetsu Buster	Rotate 360 + Any Punch
Daikyo Burning	Rotate 360 + Any Kick
Shiraha Catch	→↘↘ + Any Kick
Koten Okiagari	→↘↘ + Any Punch when knocked down
Tengu Walking	←↘↘ + Any Kick when knocked down

Super Combos

Name	Command
Meido No Miyage	↓↘→↘↘→ + Any Punch
Tenchu Satsu	Rotate 720 + Any Punch



How to Accomplish Sodom's Objective

Option 1: Jigoku Scrape and Slide Pressure

Sodom's LP Jigoku Scrape is completely safe to punishment when blocked from as far away as possible. This enables you to use it as a high priority poke of sorts that covers both the air and the ground. From this distance your enemy is well outside of their own attack range, making it very difficult for them to move in. Whenever you perform a Jigoku Scrape at this distance, you have the option to follow up after it with another LP Jigoku Scrape. You can also perform a MP Jigoku Scrape immediately after to catch an early jump attempt, or hesitate a second before initiating another LP Jigoku Scrape. The delayed LP Jigoku Scrape avoids and counters your enemy's attempts to perform a reversal-style move or a normal attack against your immediate LP Jigoku Scrape.

Another solid option is Sodom's crouching HK, which is a sliding move with amazing range. It's useful for punishing whiffed attacks mid-range, or as a means to catch mobile enemies standing if they are attempting to evade attacks through backwards movement. Take caution; this attack must be performed from as far away as possible, or Sodom is left open to counter attack when blocked.

If you manage to land Sodom's crouching HK, or any of his Jigoku Scrapes connect against a jumping opponent, pursue your enemy with a HP Jigoku Scrape. This moves you into attack range while covering your enemy's attempts to perform a Recovery Roll. Keep in mind that you barely recover just before they stand up, which makes it difficult to perform some of Sodom's slower attack options in wake up situations (like close standing MP).



Basic Strategy

Offensive Notes

Sodom's Butsumetsu Buster has absolutely massive range. Enabling you to grab your opponent from unexpected distances. Additionally, the slow start up time enables the Butsumetsu Buster to be canceled into from Light or Medium attacks, in which case it grabs your opponent just as they leave Blockstun. This makes it easy to setup Butsumetsu Buster ticks without having to worrying about any precise timing issues.

When your enemy is afraid to perform a Recovery Roll when you land a crouching HK (because of the possibility of a HP Jigoku Scrape follow up), go for a cross-up jumping LK. Perform the attack at different points during your jump to dictate whether it hits your enemy from the front or back (do it before you pass over your enemy's head to hit them from the front, or later to tag them in the back). If the cross-up hits, link close standing LK \Rightarrow HP Jigoku Scrape.

Close standing MP is a strong attack opening if you have enough time to do it against an enemy standing up. If it hits it's possible to link crouching LK \Rightarrow HP Jigoku Scrape afterwards. If it doesn't hit, use the advantage to stage a follow up attack. The following illustrates how to best use this opening depending on if it hits or not.

Standing MP



If it connects:



Link crouching LK \Rightarrow HP Jigoku Scrape.



If it's blocked:



Walk forward and throw your enemy. Effective when your enemy is afraid of your other attack options.



Perform a semi-late standing MK canceled into a LP Jigoku Scrape. Counters your enemy's attempts to stop what they believe to be a throw.



Perform standing MK \Rightarrow HP Butsumetsu Buster. Grabs some enemies who are expecting you to cancel into a LP Jigoku Scrape.

Defensive Notes

One of Sodom's biggest weaknesses is his lack of a consistent air defense. In most cases you can rely on crouching HP, however, it's slow and isn't always reliable against high-priority jumping attacks. When you are having difficulty dealing with a certain jump attack, your only other options are to perform a Custom Combo or Sodom's Punch Alpha Counter.



SODOM

Alpha Counters

Punch AC

This AC has incredible range, making it very useful for punishing projectiles at mid-range, or to deal with early jump attacks that you may have a hard time reacting to. It deals great damage and knocks your enemy down, allowing you to follow up with a wake up guessing game. Its only drawback is that it misses against some ground attacks that are very low to the ground. Regardless, use it frequently to keep the momentum of the match in your favor.



Kick AC

Sodom performs his crouching HK to counter an attack. This covers the one weakness his punch AC has, which is the inability to use it against some attacks that are low to the ground. Otherwise, use his Punch AC in every other situation.



Advanced Tactics

Standing LK Pressure

When you establish close-range, walk forward and repeatedly perform standing LK. If you believe your enemy will continue blocking, walk forward and throw them or cancel one of the LKs into a HP Butsumetsu Buster. If you anticipate a counter attack, perform an immediate standing MK \Leftrightarrow LP Jigoku Scrape to punish their attempt to thwart your offense.



Alpha 2 Gold Differences

Sodom remains unchanged in Street Fighter Alpha 2 Gold.



Combos

Command Sequence

Standing MP linked into crouching LK or crouching HP \Leftrightarrow HP Jigoku Scrape or Level 3 Meido No Miyage

Standing HP linked into standing MK \Leftrightarrow HK Daikyo Burning or Level 3 Meido No Miyage

Jump in HP, crouching HP \Leftrightarrow HK Daikyo Burning

Kick throw your enemy, then juggle with an immediate Level 1 Meido No Miyage

Custom Combos

#1) Level 1 Scrape CC

Crouching HK \Leftrightarrow HP Jigoku Scrape x 3

#2) Level 3 Ground CC

MP Jigoku Scrape x 5 \Leftrightarrow HK Daikyo Burning



SODOM

ZANGIEF

Zangief's Objective

Outside of landing Custom Combos, the majority of Zangief's game revolves around landing his Spinning Pile Driver. This attack requires that you are directly next to your enemy to use it, making it vital to establish point-blank range. Although the idea may be simple, establishing that distance is a difficult process. Additionally, every time you grab your enemy with the Spinning Pile Driver your positioning is reset back to long-range, making it difficult to keep the momentum of the match in your favor. In order to compensate for this problem, focus on cornering your enemy. With their back to a wall, you will have an easier time regaining Zangief's positioning every time he lands one of his mighty throws.

Throws

Back Drop	← or → + MP or HP
Kamitsuki	← or → + MK or HK, then press any button rapidly
Stomach Claw	↘ + MP or HP, then press any button rapidly

Special Attacks

Name	Command
Body Press	While jumping ← or →, ↓ + HP
Double Knee Drop	While jumping ← or →, ↓ + LK or MK
Headbutt	While jumping vertically, press ↑ + MP or HP
Dynamite Kick	↘ + MK
Russian Kick	↘ + HK
Banishing Flat	→ ↓ ↘ + Any Punch
Double Lariat	Press LP + MP + HP, then hold ← or →
Quick Double Lariat	Press LK + MK + HK, then hold ← or →
Spinning Pile Driver	Rotate 360 + Any Punch
Flying Powerbomb	Rotate 360 + Any Kick when outside of throw range
Atomic Suplex	Rotate 360 + Any when in throw range

Super Combos

Name	Command
Final Atomic Buster	Rotate 720 + Any Punch
Aerial Russian Slam	↘ ↘ ↘ ↘ + Any Kick



How to Accomplish Zangief's Objective

Option 1: Establish Zangief's mid-range offense

Zangief's ground game revolves around slow normal attacks that are difficult to use effectively. Because your enemy knows this, they'll often stick out ground attacks early to beat yours. Anticipate these attempts and use Option 2 in order to close in on your enemy in the best manner.

Crouching HP is your main method of attack at this distance. Use it to attack from your current position when you aren't close enough to attack with standing MK. As you approach your opponent, standing MK becomes the better option, which acts as a wall against incoming attacks when performed early. It's also high enough to catch jumps just as they leave the ground.

If your opponent ever misses a move at this distance, use ↘ + HK or Custom Combo #1 (refer to Custom Combo section) to punish it. Zangief's Custom Combos usually carry his opponent towards the nearest corner, so you'll net a ton of damage while also gaining the positional advantage you desire.



Option 2: Jumping over one of your opponent's attacks

If your opponent is concentrating on dealing with your ground game, anticipate an attack and jump towards them. If they attack, come out of the jump with jumping HK linked into ↘ + HK to score a knockdown (use ↘ + HK to catch Recovery Roll attempts afterwards). If they didn't perform an attack, come out of the jump with a semi late Double Knee Drop (↓ + MK while jumping). After it's blocked, follow up after the Knee Drop with the close-range option of your choice.



Basic Strategy

Offensive Notes

Zangief's method of dealing damage at close-range isn't reliant on combos. Instead it's based around his damaging throw maneuvers, like his Spinning Pile Driver. Because of the speed of this attack, which comes out instantaneously, your opponent cannot counter Zangief's throws using normal attacks. Instead, they're forced to jump in order to avoid his grappling moves. Because of this, your focus should be to anticipate your enemy's attempts to jump over your throws and punish them accordingly. Since Zangief doesn't have any outstanding ground combos, make use of his many anti-air options and Custom Combos to do so.

Knowing this, you'll find that the majority of your throw setups start off of jumping attacks. The best of these attacks include Zangief's Double Knee Drop (↓ + MK while jumping) and his Flying Body Press (↓ + HP while jumping). In the case of the Double Knee Drop, use it when jumping towards your opponent from the front. The Flying Body Press can be used as a cross-up, so save it for situations where you're jumping over your opponent from close range. In either case, after the jumping attack is blocked, land and go for a HP Spinning Pile Driver or Zangief's Russian Kick (↘ + HK). The Dynamite Kick (↘ + MK) catches jumps before they leave the ground, while the Spinning Pile Driver should be used when you know your enemy is trying to block.



Near corners things should be played out a little differently. For one, use only the LP version of the Spinning Pile Driver. It leaves you closer to your enemy than the HP version does, allowing you to regain your positioning in an easier manner. Furthermore, instead of using the Russian Kick to punish jumps, you may opt to use Zangief's Headbutt attack instead (jump vertically, ↑ + MP or HP). Although risky, it deals a whopping 20 points of stun damage to your enemy, making it possible to dizzy most characters by hitting them with just two Headbutts! In corners Zangief lands just before his opponent does after landing this attack, enabling you to follow up with another Spinning Pile Driver or Headbutt mix-up. This combination of attacks has a high possibility of dizzing your enemy while also dealing massive damage in the process.



Defensive Notes

Zangief's Spinning Pile Driver has instant start up. This enables him to use the Spinning Pile Driver as a reversal on wake-up, a method of grabbing extended limbs, or as a means to punish blocked attacks that are normally safe to counter attack. In wake up situations specifically, the Spinning Pile Driver is so feared that your opponent often takes measures to avoid it using a jump. If you anticipate your opponent will jump just before you stand up, use Zangief's Double Lariat as you stand up to catch them as they leave the ground. In regards to anti-air, the Double Lariat or Zangief's standing LP both work well. The Level 3 version of the Aerial Russian Slam is also a powerful anti-air option; however, it must be performed very early, while your enemy is still high in the air to be effective.



ZANGIEF

Alpha Counters

Punch AC

Zangief's Punch Alpha Counter is a grappling maneuver. Although it can be used against some jumping attacks, it often misses, leaving him vulnerable to counter attack. Use it sparingly.



Kick AC



This is Zangief's worthwhile Alpha Counter. Your enemy can't perform a Recovery Roll if hit by an AC, so this is helpful for knocking your enemy back into a rough position if you're near a corner. Even still, Zangief doesn't really need Alpha Counters, so use it in moderation.

Advanced Tactics

Spinning Pile Driver Ticks

Many Zangief players use crouching LP as the forefront for Spinning Pile Driver setups. Although crouching LP leaves Zangief at a slight disadvantage after it recovers, the Spinning Pile Driver is fast enough to beat anything your opponent tries that doesn't have invulnerability. Since this is the case, your enemy's only counter to the Spinning Pile Driver is to jump or perform an attack with invulnerability. In the case of invincible attacks, you have no choice but to anticipate their release and block. In regards to everything else, the illustration below shows the best options available to counter your enemy's methods of defense.

Crouching LP x1~2



Immediately perform a HP Spinning Pile Driver when you recover. Grabs a defending opponent that's afraid to jump. The Spinning Pile Driver can be swapped out for a Final Atomic Buster.



When you recover from the LP, jump vertically and perform a Headbutt (↑ + MP or HP while jumping vertically). Beats your enemy's attempts to jump vertically over an Spinning Pile Driver.



Perform an immediate crouching MP. Also beats your enemy's attempts to jump vertically over an Spinning Pile Driver. A safer alternative to the Headbutt.



Cancel the second crouching LP into a HP Banishing Flat. Catches attempts to jump backwards away from an Spinning Pile Driver. Also leaves you in Spinning Pile Driver range if your enemy stays grounded.



Activate and perform Custom Combo #2 (refer to the Custom Combo section).



Alpha 2 Gold Differences

The Level 3 version of Zangief's Aerial Russian Slam now has juggle potential in Alpha 2 Gold. This allows him to perform combos such as anti-air standing LP ⇌ Level 3 Aerial Russian Slam or Kamitsuki (→ + HK when close) followed by an immediate Level 3 Aerial Russian Slam (corner only).



Combos

Command Sequence

Crouching LP x 2~3 ⇨ standing LK

Cross-up ↓ + HP, crouching LK ⇨ Double Lariat

Custom Combos

#1) Level 3 Banishing Flat CC

↖ + HK ⇨ LP Banishing Flat x 6 ⇨ Double Lariat

#2) Level 1 Anti-Air CC

Double Lariat x 3



ZANGIEF

CAMMY

NOTE: Cammy is only playable in Street Fighter Alpha 2 Gold.

Cammy's Objective

A Cammy player's objective is to pressure her enemy into making mistakes at mid-range. She has a variety of advantage-heavy normal attacks that enable her to assault her enemies with constant walking normal attacks. When your enemy starts taking risks to counter your assault, anticipate reversal attempts and counter them with a Custom Combo or Cammy's various link combos.



Throws

Hooligan Suplex	← or → + MP or HP
Frankensteiner	← or → + MK or HK
Flying Neck Hunt	While jumping, ← or → + MP or HP
Air Frankensteiner	While jumping, ← or → + MK or HK

Special Attacks

Name	Command
Spiral Arrow	↓↘→ + Any Kick
Cannon Spike	→↓↘ + Any Kick
Axle Spin Knuckle	→↘↓↘↙ + Any Punch
Hooligan Combination	←↙↓↘→↘ + Any Punch (press Kick to cancel)
Razor Edge Slicer	During Hooligan Combination do nothing
Fatal Leg Twister	During Hooligan Combination, ← or → + Any Kick when near enemy's head
Cross Scissors Pressure	← or → + Any Kick when near enemy's waist

Super Combos

Name	Command
Spin Drive Smasher	↓↘→ + Any Kick
Psycho Streak	Charge ←↙↘→ + Any Punch



How to Accomplish Cammy's Objective

Option 1: Establish Cammy's mid-range offense

Very few of Cammy's normal attacks leave her at a disadvantage. In fact, the only attacks that don't recover well before her opponent leaves Blockstun are crouching HK and crouching HP. This gives her a distinct edge when attacking at middle to close-range, enabling her to always have the option to stage a follow up attack after one of her attacks hit.

That being said, walk towards your enemy and apply constant pressure with crouching MK, crouching MP, and standing HK. Use crouching MK when you're somewhat close to your enemy, swapping it out for crouching MP when you're directly next to them. Standing HK should be used as a follow up to crouching MK if you anticipate an early attempted to attack after your enemy leaves Blockstun. They may also try to reverse your constant pressure, in which case give them some breathing room and back out of attack range briefly to give them a chance to hang themselves. If they miss an attack, punish it with crouching HK or a Custom Combo.

In certain match ups, like against Zangief and Birdie, standing MK is extremely effective. Zangief in particular has a hard time dealing with this attack because of its upward angle, which catches jump attempts before they even leave the ground.



Basic Strategy

Offensive Notes

Although difficult to set up (only her punch AC enables you to perfectly set it up), Cammy's jumping LK has the properties needed to be used as a cross-up. Like any cross-up, perform it at different points during the jump to dictate whether it hits the back or front of your enemy. In either case, if the cross-up hits, link crouching LK x 2 ⇒ HK Cannon Spike.

Cammy's best attack opening in wake up situations is crouching LK x 2. Cancel it directly into a HK Cannon Spike or a Level 1~3 Spin Drive Smasher if it hits. If crouching LK x 2 is blocked, use the extended Blockstun after it recovers to initiate a secondary attack. The following example illustrates what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Cancel the second crouching LK into a HK Cannon Spike or a Level 1~3 Spine Drive Smasher.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of your other options.



Walk up and do crouching LK x 2 again. If it hits, cancel into a HK Cannon Spike.



Perform an immediate crouching MK. Beats your enemy's early attempts to attack after they leave Blockstun. Shift into continuous walk up crouching MKs to continue your assault.

Defensive Notes

Cammy's close standing HK is an extremely effective anti-air maneuver. It has a terribly large area of effect, enabling you to hit jumps extremely early in the air. Additionally, this attack may come out as a happy accident if your enemy jumps just before you go for far standing HK. Against the few frontal jump attempts that close standing HK can't effectively deal with, use crouching HP or standing MK.



CAMMY

Alpha Counters

Punch AC

This Alpha Counter is extremely fast, making it applicable against close-range attacks. It also sets up her cross-up jumping LK after it hits.



Kick AC

Can be used to counter jump attempts you have a hard time reacting to normally. It inflicts noteworthy damage while blasting your enemy towards a nearby corner.



Advanced Tactics

Close Range Pressure

At close-range crouching MP becomes a monster of a move. Walk towards your enemy and repeatedly do it, adjusting the timing of each MP in anticipation to when your enemy may try to attack. If your enemy attempts to attack in-between each crouching MP you'll most likely beat their attack. It is possible to verify that crouching MP connects and link a crouching MK or HK afterwards on reaction. Walk forward and occasionally throw your enemy when they are scared to counter attack to get them to open up again.



Combos

Command Sequence

Cross-up jumping LK, crouching LK x 2 ⇔ HK Cannon Spike or Level 1~3 Spin Drive Smasher

Crouching MP linked into crouching MP ⇔ Level 1~3 Spin Drive Smasher

Jump-in in HP, close standing MP ⇔ HK Cannon Spike

Close standing HP linked into crouching MK

Axel Spin Knuckle, then juggle with an early Level 3 Psycho Streak (note: final hit of this combo can be avoided if your enemy performs a Recovery Roll in mid-air)

Custom Combos

#1) Level 3 Ground CC

Crouching HK ⇔ HK Spiral Arrow x 3 ⇔ HK Cannon Spike



CAMMY

STREET FIGHTER ALPHA 3

Street Fighter Alpha 3 was released in 1998, with a tweaked game engine, Custom Combos revamped and reborn as Variable Combos, and new characters. Street Fighter Alpha 3 still enjoys life in tournaments today, and is normally played using the Turbo Speed 2 setting.

Secrets Hidden Characters

Play as Balrog

Highlight Karin for one second, then move the cursor to the random select box and hold Start before selecting normally.



Play as Juli

Highlight Karin for one second, then move the cursor to the random select box and press ↑ or ↓ while selecting normally.



Play as Juni

Highlight Karin for one second, then move the cursor to the random select box and press → or ← while selecting normally.



Hidden Modes

Classical Mode

Press and hold HP + HK while starting game. Nostalgia reborn, this mode recreates the feeling of the original Street Fighter 2 play style by removing your ability to use Super Combos. In return, your character deals significantly more damage while also having access to the X-ISM CPS1 chain system. Additionally, you don't have a Guard Meter to worry about and your character has no throw whiff animation. Unfortunately, you also lose the ability to air block, perform Alpha Counters, Recovery Roll, and air recover out of juggle combos.

Mazi Mode

Press and hold MP + MK while starting game. This mode lowers your defense significantly. You can only lose one round while playing Mazi Mode, forcing you to play a perfect game of Street Fighter Alpha 3 to win.

Select Special Route in Survival Mode

Select Survival mode while holding R1 or R2.



Saikyo Mode

Press and hold LP + LK while starting game. This mode emulates Dan's uselessness by giving your character a low Guard Meter and removing the ability to cancel normal attacks into special moves. You also take slightly more damage and have a much lower stun damage rating. This mode is basically a handicap, you receive no real positives by playing this mode.

Dramatic Battle Mode

Select Dramatic Battle mode while holding ⊙, ⊗, and R2.



Shadaloo Mode

Press and hold LK + MK + HK while starting game. This mode is a secondary version of X-ISM that charges Super Meter incredibly fast. Unlike X-ISM, you don't have access to CPS1 chain combos. However, you can perform all of your character's Super Combos.

Random Battle Mode

Select Versus mode while holding ⊙, ⊗, and R2.



Guard Crush

New to Street Fighter Alpha 3, the Guard Crush (sometimes called Guard Breaking) is a game system that encourages offensive play. Directly under your life bar is the Guard Crush Gauge. This bar empties whenever you block an attack. If it empties completely, your character throws up their arms, becomes Guard Crushed, and is completely vulnerable and unable to act for a brief time. Also, every time you are Guard Crushed your overall Guard Crush Gauge *shortens*—meaning it takes less Guard Crush damage to create each subsequent Guard Crush.

Intentionally allowing opponents to block attacks which do a lot of Guard Crush damage can be a good strategy. As they get closer and closer to being Guard Crushed through your blocked attacks, they may realize that they have to take risks and do things that they might not want to do in order to change the situation and avoid being Guard Crushed (potentially taking lots of unavoidable damage). Of course, when your opponent takes more risks, it means that they will present you with more opportunities to damage them.



Many characters take huge advantage of Guard Crushing opponents. When central to a character's strategy, Guard Crush opportunities are further explained in each character's section.

Many characters take huge advantage of Guard Crushing opponents. When central to a character's strategy, Guard Crush opportunities are further explained in each character's section.

Timing Guard

Also known as Blue Blocking, Timing Guard involves blocking at the last possible moment. This slightly reduces Guard Meter damage taken, and it also slightly reduces Chip Damage from special attacks or Super Combos.



Damage Reduction

Pushing buttons and directional inputs decreases damage taken very slightly in any situation.



Taunts

In A-ISM or V-ISM, each character can taunt once per round, except for Dan, who never runs out of taunts. No one can taunt in X-ISM except for Dan.



Counter Hits

The term 'Counter Hit' has always been used around Street Fighter to describe a situation where you hit an opponent during the active segment of a move. In Street Fighter Alpha 3 this evolved into a game mechanic, and there are many advantages given to Counter Hits.

Counter Hit Benefits

- 1) *Damage Increased by 1.125, Stun Damage Increased by 1.25.*
- 2) *Light and Medium attacks receive a lengthened Hitstun.*
- 3) *All attacks that connect on a Counter Hit against a jumping opponent set up a juggle state.*
- 4) *Heavy attacks that connect on a Counter Hit set up a juggle state. This is sometimes called a Major Counter. Furthermore, the game pauses/freezes momentarily after a Heavy attack connects on a Counter Hit. It's possible to use this freeze to verify a hit before you cancel the move into a special attack.*

Let's look at a few examples of Counter Hits in use.

Counter Hits often allow for links where they are not otherwise possible, because of lengthened Hitstun.

- 1.) *A Ryu player pokes with crouching LK, then stands up briefly, emulating a throw setup. Ryu crouches again and sticks out another LK, which Counter Hits the opponent just as they start an attack.*



- 2.) *A Ryu player links into a crouching MK, which can be canceled into the Special Move or Super Combo of choice. Crouching MK does not normally link after a crouching LK, but the extra Hitstun that a Counter Hit produces allows it to combo.*



Counter Hits often lead to highly damaging juggles, because a Counter Hit against a jumping attack, or a Counter Hit with a Heavy attack, produces a juggle state. In combination with using the slight screen freeze following a Counter Hit to 'verify' a hit, this can be very useful for combos and juggling.

- 1.) A Cammy player uses a quick tick move to fake a throw setup and pokes with → + HP, which Counter Hits a throw reversal poke.



- 2.) The Cammy player then uses the screen freeze to verify the hit and quickly cancels into a Hooligan Combination, grabbing the opponent out of the air with the Fatal Leg Twister.



Aerial Recovery

In previous Street Fighter Alpha games your character is completely unable to act while in aerial Hitstun. In Street Fighter Alpha 3, after being placed into a juggle state after a Heavy Counter Hit or a knockdown move, you may attempt to perform an Aerial Recovery (sometimes called an Aerial Tech). Aerial Recoveries are performed by pressing any two Punch buttons simultaneously while in aerial Hitstun. Your character flashes white, flips upwards, and is quickly able to attack or block while falling. If you hold ← or → while performing an Aerial Recovery your character flips slightly in the desired direction. Street Fighter Alpha 3's inclusion of Aerial Recoveries added a new dynamic to Street Fighter and forced a change in the game's Juggle system.



Juggle System

In Street Fighter Alpha 3, because an opponent can recover in mid-air to avoid being juggled, there are basically no limits on when an opponent can be juggled or with what moves—if you can hit them with something in the air, it will juggle them. If they do not use Aerial Recoveries to avoid juggles there is nothing stopping you from keeping them airborne indefinitely besides corner juggle limits and gravity.



Of course, opponents will quickly catch on and begin using Aerial Recovery whenever they can to avoid juggles. However, there are methods to prevent them from being able to recover in mid-air at all, allowing for huge combos and sometimes prolonging combos indefinitely.



The Sweep Exception

While sweeps created juggle states in previous Alpha series games, in Street Fighter Alpha 3 sweeps are considered a special type of knockdown. You cannot juggle a swept opponent and you cannot Recovery Roll from a sweep-style knockdown. This makes knockdowns and the resultant wake up and cross-up games more valuable and important, since you cannot negate most knockdowns quickly with Recovery Rolls (as you often can in Street Fighter Alpha 2).



When is Aerial Recover not an Option?

After you have been hit into the air and juggled, but before you have eaten further hits, it is possible to Aerial Recover whenever your opponent enters a neutral state. A neutral state means that they are not actively in the middle of performing any action or cancel (i.e. they are essentially at rest, ready to perform any action). Even if they are only neutral for a very brief period, like a fraction of a second, you can execute an Aerial Recovery. This may be hard to understand at first, so here are some examples.

Example of neutral state allowing Aerial Recovery:

- 1) A Ken player counters a Ryu player's jump-in with a crouching HP.



- 2) The Ken player does nothing, and the Ryu player is free to Aerial Recover as soon as Ken enters a neutral state, following the recovery of his crouching HP.



Example of the lack of a neutral state preventing Aerial Recovery:

- 1) A Guy player counters a Ryu player's jump-in with a crouching MP and cancels it into his Bushin Senpu Kyaku.



- 2) The Guy player cancels his move and never entered a neutral state—during the move's execution the Ryu player is unable to Aerial Recover, and eats the follow-up Special Attack.



Advanced Concept: Crouch Canceling

Crouch Canceling is a technique that allows you to avoid neutral states when landing from a jump, allowing you to continue combos without giving your opponent a chance to use an Aerial Recovery. Normally standing or crouching idle is considered to be a neutral state, even if it's just for a fraction of a second. However, there is a very small buffer period when switching from one state to the other. You can essentially use these buffer periods to skip over entering neutral states altogether, transitioning from jumping to landing to jumping again without ever being neutral in the game's eyes. Using this technique can lead to devastating combos that are not otherwise possible.



The Cammy combo mentioned previously is also an example of this same type of situation. Most often, this situation is created via Variable Combos.

- 1) The Sagat player uses a Variable Combo as anti-air.



- 2) E. Honda is juggled repeatedly with standing HP, intentionally canceling them into whiffed Tiger Crushes only to avoid a neutral state and stay in position to juggle with more HPs.



- 3) Since Sagat is never neutral, his opponent cannot use Aerial Recovery.



As you can see, it is in your interest to set up circumstances that allow you to juggle without entering a neutral state, preventing Aerial Recovery by your opponent. It is also in your interest to avoid these circumstances yourself! The ability to avoid neutral states to prolong juggles is the main reason V-ISM and Variable Combos dominate in Street Fighter Alpha 3.

If Ryu catches an opponent air-to-air with a Counter Hit MP, they are placed into a juggle state. Normally, landing would result in going neutral even if only for a split second, allowing the opponent to Aerial Recover. However, the Ryu player uses Crouch Canceling to essentially skip the neutral step on the ground and repeat jumps and juggle with MP indefinitely.

- 1) The Ryu player Counter Hits with MP holding \downarrow as he lands, so that upon landing his standing animation will be, essentially, canceled into his crouching animation.



- 2) He lands and the Ryu player immediately holds \downarrow to jump again. Ryu's crouching animation is canceled to jumping instantly and the neutral period is skipped again.



- 3) Ryu is never neutral, so the opponent can never use Aerial Recover.



In some situations, this situation can be created via Variable Combos. The following example only works when the 1st player is using Ryu. The reason why is explained in a following section.

- 1) A Ryu player performs his famous corner based Variable Combo which consists of activating a VC with LP + LK, then repeating the following sequence: HP Hado Ken \Rightarrow standing HP $\times 2 \Rightarrow$ HP Hado Ken \Rightarrow \Rightarrow + MK.



- 2) The VC is performed until the Super Meter drains to 30% or lower, then when the \Rightarrow + MK segment comes up, it must be Kara-Canceled before it hits into an HK Tatumaki Senpu Kyoku (\Rightarrow + HK). Immediately after the Tatumaki recovers, the Ryu player can jump forward and perform jumping MP (Crouch Cancel landing) until the opponent becomes dizzied.



Learning to use Crouch Canceling in combination with aerial Counter Hits and Variable Combos leads to some very damaging opportunities and can sometimes end rounds outright.

Player 1 and Player 2 Differences in Alpha 3

Especially in light of the Ryu combos just mentioned, it's important to point out that Player 1's side and Player 2's side are not the same. For whatever reason this is an issue that has popped up occasionally in Capcom fighting games. Specifically, P1 and P2 interact with corners differently when pushing against an airborne opponent. If Player 1 jumps toward P2 while they are airborne and cornered, P1 will stay outside of the corner like normal. However, if P2 jumps toward the corner with an airborne opponent floating in front of them, P2 will slip into the corner. This tends to disrupt some Crouch Cancel combos, making them useless if you are Player 2. For example, in the case of Ryu, the P1 side has no trouble performing his Crouch Canceled jumping MP infinite in the corner. However, if P2 Ryu attempts to do it, he will fly into the corner as his enemy pops out of it. Keep in mind Ryu must perform the required jumping MP either jumping forward or backward, so he has no choice but to jump into the corner for the Crouch Cancel combo. This peculiarity of corner differences between P1 and P2 does not apply to every character, but it is important to keep in mind.

Recovery Rolls

Recovery Rolls are back in Street Fighter Alpha 3. They are executed by hitting any two Kick buttons when striking the ground from a knockdown. Your character rolls forward about one third the length of the screen and springs to their feet. As in previous Street Fighter Alpha titles, you are vulnerable during this roll and usually Aerial Recovery is a better option. As in previous titles, you may airblock and Recovery Roll upon landing. You cannot Recovery Roll in X-ISM, and you cannot Recovery Roll following a sweep-style knockdown.



Aerial Recover adds a new dynamic to juggling and aerial escape options, so Recovery Rolling no longer allows you to avoid certain juggles as it did in previous Alpha titles.

Throws/Tech Throws

Like other game systems, the command for performing throws in Street Fighter Alpha 3 is changed as well. Hold \leftarrow or \rightarrow + any two Punches or Kicks to perform a throw. If close enough near an opponent not stuck in Hitstun or Blockstun, you will grab them. Throws can also be performed in mid-air via the same method. If you are not close enough to throw, your character will perform a whiffed throw animation. During this animation your character is briefly vulnerable.



Advanced Tactics: Whiffing Throws to Gain Super Meter

Because throws are now basically an unblockable attack that can be whiffed, and because the whiffed throw animation itself is so brief, whiffing lots of throws when not in immediate danger is an excellent way to build Super Meter. In a game with devastating options like Variable Combos available, Super Meter is very important—especially since V-ISM builds meter more quickly than other ISMs.



Dizzies

Character	Stun Durability
Geigief	50
Little	48
Siadam	46
E. Honda	44
Blanka	43
Akuma	34
Everybody Else	40

Dizzies in Street Fighter Alpha 3 operate a little bit differently than in previous Alpha series games.

Accumulated stun damage resets to 0 after a 3 second restriction time. This restriction time restarts if an opponent blocks or gets hit by attacks. However, if opponent is knocked down, restriction times advances as normal. After being stunned, accumulated stun damage resets back to 0. Once stunned, the character's maximum stun durability is raised by 10 points. This value resets back to its original number once a new round starts.



Rough Stun Damage Values

This chart only lists common stun values. There are many exceptions to the above chart, but this is a helpful reference to have in regards to the above character stun damage

Attack Type	Stun Damage Range
Light Attacks	2
Medium Attacks	4~6
Hard Attacks	6~8
Special Attacks	0~8

data. Street Fighter Alpha Anthology provides a Training Mode which allows you to check the stun damage of various attacks. Especially useful moves for stun damage are pointed out in the individual character sections.

Stun Time Probability

Time Stunned	Occurrence Rate
1.5 seconds	6.25%
2.0 seconds	18.75%
3.0 seconds	43.75%
4.0 seconds	25.0%
5.0 seconds	6.25%

The amount of time a character stays dizzy is random and decided by probability. The below chart illustrates the chances of getting a long or a short stun time. Players can shorten this window of time by rapidly pressing buttons and initiating directional inputs.

The ISM System



Street Fighter Alpha 3 introduces the ISM system. After selecting your character, you select one of three ISMs, and each of these have varying abilities. Each ISM has its own inherent features, but characters differ from ISM to ISM as well. For example, in X-ISM or A-ISM Sakura can only produce her hammer-fist style, standing HP by hitting HP while close to an opponent, but in V-ISM she can produce this move on command by hitting → + HP. Often characters have Special Moves that are not available in every ISM. Important differences between ISMs for each character are explained in each character's section.



System Feature	X-ISM	A-ISM	V-ISM
Super Combos	Yes	Yes	No
Super Combos possible with full meter	1	3	0
Alpha Counters	No	Yes	Yes
Alpha Counters possible with full meter	0	3	2
Variable Combos	No	No	Yes
Air Blocking	No	Yes	Yes
Recovery Rolls	No	Yes	Yes
Aerial Recovery	Yes	Yes	Yes
Taunts	Dan Only	Yes	Yes
Damage Output	120%	100%	80%
Defense	80%	100%	100%



X-ISM is designed to emulate the style of Super Street Fighter 2 Turbo. In X-ISM, all attacks (except Super Combos) do more damage than in other ISMs—120% of the normal damage. You cannot Air Block or Alpha Counter in X-ISM. Your character also takes increased damage from opponent attacks. However, X-ISM has a longer Guard Crush meter than other ISMs—it is harder to Guard Crush a character in X-ISM than in A-ISM or V-ISM. X-ISM also deals more Guard Crush damage than other ISMs.



Chain Combos

While X-ISM does not feature a fully functioning Chain Combo system like Street Fighter Alpha, it does allow the use of a trick as old as the original Street Fighter 2—the chaining of quick Light attacks into a Hard attack. This was referred to as the “CPS1 Chain,” named after its appearance in the CPS1 based Street Fighter 2: World Warrior (CPS1 was a type of arcade board used for older Capcom games). This chain system was originally an oversight born from the rapid-fire Light attack system used in Street Fighter 2, which allowed you to chain Light attacks into each other. It was possible to chain certain Light attacks into standing Hard attacks by performing the Light attack, then pressing LK + HP soon after. This bug resulted in the Light attack chaining directly into the Hard attack. In Alpha 3, this bug has been purposefully reproduced to not only give X-ISM an advantage, but also to revive a little of the nostalgia from the older Street Fighter games.



1 X-ISM Sakura chains two crouching LKs.



2 X-ISM Sakura stands and chains standing HP by pressing LK + HP together.



3 X-ISM Sakura cancels the chained standing HP into an HP Sho'o Ken for big damage.

In some cases, like Sakura's, this allows for greatly increased damage on otherwise standard combos (in other ISMs the same combo is possible by simply performing a third LK, but this of course does far less damage than using HP).

Kara-Canceled Chain Combos

While everyone with a quick chainable LP or LK can use this trick to achieve Chain Combos in X-ISM, Gen and Guy have Chain Combos built-in across all ISMs. In X-ISM and A-ISM they can use this to perform combos not normally possible. Guy can perform LP ⇒ MP ⇒ HP ⇒ HK as normal, except on the very last hit, the HK. The HK must be Kara-Canceled before it becomes active into his Bushin Gorai Kyakku Super Combo. Neither HP nor HK in this circumstance are normally cancelable into a Super Combo, but Kara-Canceling the HK very quickly is a way around this. Similarly, Gen can perform crouching LK ⇒ crouching MP ⇒ crouching HP ⇒ standing HK and Kara-cancel the HK before it becomes active into Zan'e'i. These Gen and Guy tricks are of course only available in X-ISM and A-ISM, since V-ISM cannot use Super Combos.

Super Combos

As in Super Street Fighter 2 Turbo, each character in X-ISM has only one of their Super Combos, and only one level of Super Meter to store it with. The Super Meter in X-ISM builds more slowly than in other ISMs, as well. However, in X-ISM all Super Combos performed are the equivalent of an A-ISM level 3 Super Combo, so they can be very strong. While the increased damage output of X-ISM and the strength of its Super Combos can be appealing, usually characters have far more options in A-ISM or V-ISM. Very few characters are at their best in X-ISM. Sadly, the damage increase for attacks in X-ISM does not apply to the Super Combos.



A-ISM emulates the style of play found in earlier Alpha series games. Characters can Aerial Recover, Defensive Roll, Alpha Counter, Airblock, and execute Super Combos. A-ISM uses a Super Meter with three levels, and this Super Meter fills up more quickly than it does in X-ISM, encouraging meter use more often.



Super Combos

Super Combos in A-ISM function identically to Super Combos in Manual Modes in the earlier Alpha series games. You have a Super Meter with three levels to it. The more Super Meter you have stored, the more powerful the Super Combos you can use. Choosing the level of Super Combo desired is made more intuitive in Street Fighter Alpha 3—instead of having to hit more than one Punch or Kick button to choose Super Combo strength, simply hit the level of attack corresponding to the level of Super Combo you desire. Light attacks (LP and LK) produce Level 1 Super Combos, Medium attacks (MP and MK) produce Level 2 Super Combos, and Heavy attacks (HP and HK) produce Level 3 Super Combos, burning the full meter if it's available. Choosing a button strength for more Super Meter than you have available simply chooses the strongest level of Super Combo possible.



Alpha Counters

Super Meter in A-ISM can also be expended on Alpha Counters. Alpha Counter execution is also streamlined in Street Fighter Alpha 3—instead of rolling $\leftarrow \downarrow \rightarrow$ and hitting a button after blocking (as in previous Alpha series games), you simply hit \rightarrow + any two buttons of the same strength. \rightarrow + LP + LK, MP + MK, or HP + HK will produce an Alpha Counter. Your character leaves Blockstun immediately and performs an attack. Alpha Counters burn one level of Super Meter, but have a huge drawback that prevents them from being as powerful as they were in Street Fighter Alpha 2—your Guard Crush meter shortens every time they are used, as though you were Guard Crushed. This, of course, makes you easier to Guard Crush, and the effect stacks—if you Alpha Counter repeatedly in the same round, your Guard Crush meter shortens each time. Because of this, and because of their reduced damage in general in comparison to Street Fighter Alpha 2, Alpha Counters in this game are more situational in their usefulness, usually only used to avoid Chip Damage kills, or when a change in momentum is absolutely needed. No character can lean on Alpha Counters for their damage and defense in quite the same way that they could in Street Fighter Alpha 2.



Akuma activates a Variable Combo near the corner and attempts to use Shakunetsu Hado Kens to KO Charlie through Chip Damage.



Charlie hits \rightarrow + HP + HK and Alpha Counters.



The attack is quick enough to interrupt Akuma's VC, at the expense of some of Charlie's Super Meter and Guard Crush gauge.

V V-ISM

V-ISM takes the game system introduced in Street Fighter Alpha 2—Custom Combos—and fleshes it out more fully. While V-ISM lacks Super Combos and does less damage than X-ISM or A-ISM, Variable Combos present the same advantages here that they did as Custom Combos in Street Fighter Alpha 2—they provide ample, safe damage, sometimes almost unavoidably. V-ISM's Super Meter works a little bit differently than it does in X-ISM and A-ISM—while it fills more quickly in V-ISM than it does in other ISMs, it is used only for Variable Combos and Alpha Counters, since V-ISM cannot use Super Combos. V-ISM's Super Meter must be filled to at least half full to execute a Variable Combo or an Alpha Counter.



Alpha Counters

Alpha Counters in V-ISM are executed the same way they are in A-ISM—block an attack, then quickly input → + LP + LK, MP + MK, or HP + HK. This requires at least half a full Super Meter in V-ISM, and since V-ISM usually wants to save Super Meter for Variable Combos, and because of the Guard Crush Meter decrease following Alpha Counters, V-ISM usually wants to avoid using Alpha Counters unless there is a very good reason, like to avoid a Chip Damage round loss. The Alpha Counter each character performs in V-ISM is different from the one used in A-ISM.



Variable Combo Key

At the end of each Alpha 3 character section is a small list of their most effective and widely used Variable Combos. Each combo's use is described in its title. For example, combos labeled as anti-air are only viable when your enemy is airborne. Guard Break VCs are used to lower your enemy's Guard Meter. Chip damage VCs are used as a method of dealing small amounts of direct damage to a defending opponent through block damage. Finally, anything labeled as a corner based VC only works when your enemy's back is at the edge of the screen.

In addition to VC types, all juggle based Variable Combos tend to often be common in two aspects; they all have a mid-screen segment that transitions into a different combo once the corner is reached, and they also have ending sequences that are performed just before the VC's time limit expires. These transitions are specifically noted within each combo description. The **∞** symbol indicates a sequence that has a variable number of repetitions before the transition to the next sequence. In other words, the number of times the sequence is supposed to be repeated depends on your positioning and the amount of time left before your VC time limit expires.

Variable Combos can be used as almost fool-proof anti-air.



The opponent jumps at R. Mika with an attack.



She activates with VC1 and nails them with a crouching HP during her invulnerability period.



R. Mika cancels the HP into repeated Shooting Peaches—since she repeatedly cancels the move and the move ends with a built-in delay, R. Mika is never neutral and the opponent cannot Aerial Tech to escape.

Variable Combos

Not just Custom Combos revisited, Variable Combos are far more complicated in Street Fighter Alpha 3 than they were. Variable Combos, usually just called VCs, are activated by hitting either LP + LK, MP + MK, or HP + HK simultaneously when you have at least half the Super Meter full. Your character loses the ability to block, gains the ability to cancel any normal move along with drastically reduced recovery time on special moves, and also gains a shadow that mimics your character's actions exactly for the duration of the VC. The delay between your actions and your shadow's is determined by the activation method used.

Activation Method	Referred to as	Shadow Action
LP + LK	VC1	Shadow repeats your actions very quickly
MP + MK	VC2	Shadow repeats your actions after a moderate delay
HP + HK	VC3	Shadow repeats your actions slowly

Variable Combos begin with a brief period of invulnerability. This period is longer the more full your Super Meter is. This provides a huge advantage for landing Variable Combos reliably, as you can essentially use this period to cause an opponent's attack to whiff completely, allowing you to begin a combo for free.

Variable Combos can also be used as an invulnerable jump-in.



1 Charlie jumps at his opponent. Just when he would normally perform his jump-in attack, he activates with VC3.



2 His opponent was performing an anti-air and cannot block. Charlie's invulnerability period allows him to land and connect a crouching LK.



3 Charlie cancels the LK into an LK Somersault Shell.



4 Charlie juggles with HK instantly upon landing and cancels the HK with his Dash into Knee Bazooka. The Dash into Knee Bazooka whiffs completely, but it serves two purposes—it keeps Charlie out of a neutral state, and it moves him forward...



5 ...allowing another LK Somersault Shell to juggle and restart the cycle.

Variable Combos also have use during foot games, as a sort of Alpha 2 Unblockable Custom Combo. While you can no longer activate and hit a standing opponent low for free, you can still use VCs to very quickly Counter Hit whiffed pokes during normal foot games, often leading to big damage.



1 Akuma dances in and out of his opponent's sweep range. Ryu misses an attack...



2 ...Akuma activates with VCT and sweeps instantly.



3 His opponent is floored as Akuma cancels the sweep into an HP Shakunetsu Hado Ken.



4 He performs an HP Hyakki Shu and just like that, his opponent is stuck in Akuma's VC.

Juggling in Variable Combos

Most VCs aim to hit the opponent quickly then juggle them such that they cannot Aerial Recover.



1 Sakura activates with any VC in retaliation to her opponent's poke.



2 Sakura immediately lands an LP Sho'o Ken



3 She immediately juggles with \leftrightarrow + HP \Rightarrow LK Shunpu Kyaku, \leftrightarrow + HP \Rightarrow MK Shunpu Kyaku. The Shunpu Kyakus in this sequence whiff, and serve to keep her out of a neutral state and move her forward for the next \leftrightarrow + HP



4 Upon reaching the corner, she changes the juggle pattern to HP \Rightarrow HP Hado Ken. The projectile whiffs and serves only to keep her out of a neutral state.



5 Just as her Super Meter runs out, Sakura juggles with HP \Rightarrow HK Sakura Otoshi, for three final hits.



1 Sodom finds an opening and activates with VC2 and combos MP \Rightarrow HP Jigoku Scrape.



2 Sodom juggles with HK \Rightarrow LP Jigoku Scrape. The Scrape whiffs and serves to move Sodom forward and keep him out of a neutral state.



3 Sodom repeats until the corner, where he juggles with HK \Rightarrow HP Jigoku Scrape, HP Jigoku Scrape, crouching HP \Rightarrow LP Jigoku Scrape.



4 Sodom then repeats HK \Rightarrow LP Jigoku Scrape (whiffed) until his meter runs out.



5 Sodom juggles with HK \Rightarrow HK Daikyo Burning.

Confusion VCs

Because of the shadow a Variable Combo generates that mimics your actions, it is possible to use VCs to create situations in which it is very hard, and sometimes impossible to block.



Ryu activates with VC2 and combos crouching MK
⇒ crouching HK ⇒ LP Hado Ken, ⇒ + MK.



The projectile Ryu throws and his ⇒ + MK both whiff, but the Senu Kyaku moves him closer to Ken's body as he wakes. The Variable Combo shadow has by now thrown an LP Hado Ken too.



The Hado Ken prevents Ken from doing very much in retaliation, allowing Ryu to mix-up with another Senu Kyaku just before Ken gets up, or go for a jump-in guessing game.



Akuma activates with VC1, then does crouching MK
⇒ HP Shakunetsu Hado Ken ⇒ HP Hyakki Shu
⇒ extremely late Hyakki Go Sen.



Akuma lands with a crouching LK ⇒ HP Go Hado Ken just as the shadow's Hyakki Go Sen hits.



The alternation of needing to block Hyakki Go Sen high, crouching LK low, then the Hyakki Go Sen and crouching LK shadows just after, creates a situation where it's very difficult to block.



Akuma breaks Ryu's guard and juggles with HP Hyakki Shu ⇒ Hyakki Go Sen ⇒ HP Go Hado Ken.

Guard Crush / Chip Damage Variable Combos

Variable Combos can sometimes be used to do excessive Guard Crush or Chip Damage. If an opponent becomes Guard Crushed during a Variable Combo, transition into the juggle combo of your choice.



Vega scores and knockdown and activates with VC1.



Vega does HP Rolling Crystal Flashes repeatedly to Chip away at the opponent.



Ken throws his opponent into the corner and activates with VC3.



Ken throws HP Hado Kens very rapidly as the opponent wakes up.



Karin corners her opponent and activates with VC3.



Karin uses standing HK and her Mujin Kyaku to Guard Crush the opponent.



Kattobi Canceling

Canceling normal moves that involve motion into Variable Combos very quickly sometimes produces interesting results. This variant of Kara Canceling is referred to as Kattobi Canceling.

There are several situations where Kattobi Canceling has a practical purpose.



1 Akuma jumps and uses a Tenma Kuji Kyaku at the peak of his jump.



2 He immediately cancels it into a Variable Combo.



3 Akuma appears to warp to the ground very quickly.

Zangief has perhaps the most dramatic example of Kattobi Canceling, a technique nicknamed "The Wolfspider."



1 An unsuspecting Ryu throws a Hado Ken at Zangief.



2 Enraged, Zangief performs his → + MP Headbutt.



3 Zangief cancels very quickly into a Variable Combo, causing him to soar majestically over the Hado Ken.



4 Consumed with lunacy, the Red Cyclone gnaws on his opponent's face.

Crouch Canceling Variable Combos

You can utilize Crouch Canceling as described earlier to extend the end of many juggling Variable Combos, sometimes prolonging the combo indefinitely.



1 Charlie lands his normal juggle VC and carries his opponent into the corner.



2 As his meter runs low, Charlie juggles with HK Somersault Shell, lands and cancels landing into crouching LP to stay out of a neutral state.



3 Charlie cancels crouching LP into a forward-jumping MP to juggle.



4 Charlie lands, Crouch Cancels, and jumps to juggle with HP twice in a row.



5 Charlie Crouch Cancels again and jumps, juggling with HK and the opponent continues to descend slowly.



6 Charlie cancels his landing with crouching MP <=> HK Somersault Shell, to end the Variable Combo that does huge damage and builds significant Super Meter.



OTG Variable Combos

A concept seldom seen outside of the Capcom vs SNK series of fighting games, OTG is simply an acronym for **off-the-ground**. This refers to hitting your opponent while they are floored and completely unable to act. Almost never in traditional Street Fighter games can you hit an opponent while they are floored, but while a Variable Combo is activated in Street Fighter Alpha 3, it is possible to OTG an opponent with special throws. The throw itself must be timed so that it grabs an enemy the second they hit the ground, after being knocked down. The timing is strict, but well worth the effort because of the damage capabilities it yields.



While in a Variable Combo, E. Honda's Oichou Nage can OTG his enemy if it's initiated the absolute second they touch the ground from a knockdown. Corner your enemy and activate a VC with HP + HK.



Perform a HP Oichou Nage, then, the second you recover from the throw, perform another HP Oichou Nage to pick your opponent up off of the ground. Repeat until meter is depleted.

Variable Combo Crouch Cancel Loops

An extremely advanced technique used by some players is to perform a Variable Combo that leads into a Crouch Cancel semi-infinite combo at the end, then, as they continue to juggle their enemy, build enough Super Meter to activate yet another Variable Combo and continue to juggle their opponent. When performed correctly, these loops tend to last indefinitely. Although extremely difficult to master, this technique allows specific characters that don't have normal attack Crouch Cancel infinities to make up for it with continuous VC air combos.



While cornered, Sodom activates a VC with LP + LK, then does crouching LK ⇄ standing HK ⇄ HP Jigoku Scrape ⇄ (← + HP ⇄ HP Jigoku Scrape) x 3.



Sodom cancels the last HP Jigoku Scrape into a standing MK (which whiffs) then he immediately jumps towards his opponent. The Variable Combo shadow mimics Sodom's standing MK, hitting his opponent just as he jumps forward. This gives him an ample window to recover from standing MK and jump forward without his enemy being able to recover out of the combo.



Sodom performs a late jumping HP on the way down from the jump, Crouching the recovery and performing another vertical jump into another late jumping HP. Sodom then repeats this sequence 9 more times until he has sufficient Super Meter to activate another Variable Combo.



After the last jumping HP, Sodom Crouches the recovery yet again, jumping vertically and immediately activating another VC with MP + MK, just as he leaves the ground. He then performs an immediate jumping LK.



Sodom Crouches the recovery of the jumping LK, then immediately vertical jumps again and performs a semi-late jumping HP (Crouch Cancel recovery), then vertically jumps again and does an immediate jumping MP.



Finally, he then Crouches the recovery of the jumping MP, walks forward (the VC shadow mimics your action and hits with another jump MP during this window, allowing you to avoid neutral state), then immediately jumps vertically and performs 3 Crouch Canceled jumping MPs followed by 9 more jumping HPs. From there the sequence can be repeated from step 4.

Reversing Variable Combos

As Custom Combos were to Street Fighter Alpha 2, so Variable Combos are to Street Fighter Alpha 3—the dominant game mechanic. You're going to have to learn to deal with them one way or another when facing serious competition.

Bait the VC

Do things to bait out Variable Combos in situations where you aren't particularly vulnerable. Dance in and out of poke range, doing nothing but try to look threatening. Whiffing a quick Light attack is also usually a safe way to bait VC activation.



Counter-VC

When they finally DO activate their Variable Combo, not all hope is lost—often you have time just after the screen freeze of THEIR Variable Combo activation to activate YOUR Variable Combo and overpower them—as you are activating later than they are, your invulnerability period surpasses theirs and you will usually have advantage.



Meter Management

If it becomes clear that you will probably lose the current round, if you can afford the round loss, try as hard as possible to force them to blow their meter to put you down, while building your own Super Meter as much as possible for the next round. Variable Combos are sometimes basically inevitable (so as with Custom Combos in Street Fighter Alpha 2). 'Do It Better' remains a valid strategy. Land more VCs in more strategic situations than your opponent and you will likely win.



Alpha Counter

Respond to heavy Chip Damage and Guard Crush VCs with Alpha Counters—yes, you lose some Guard Crush and Super Meter, but it's often better than eating raw damage, that is guaranteed.



Attempt to Aerial Recover Anyway

Even if you are being juggled, their execution may not be airtight and they might leave holes for you to slip through in their juggles—pay attention and Aerial Recover out if given the chance.



Select Dhalsim

Dhalsim is a strong character already, with lots of useful options at all ranges and a strong selection of anti-airs. His trump card in Alpha 3, however, is the Yoga Escape—A-ISM and V-ISM Dhalsim can use this move to escape any aerial juggle, worry-free. Dhalsim can simply Yoga Escape out of the middle of V-ISM juggles and Crouch Cancel combos. This makes Dhalsim a direct counter to the most widely-used game mode and solidifies his usefulness.



ADON

Adon's Objective

Your objective when playing Adon is to land the Jaguar Varied Assault. His close range attack options are extremely limited, which makes it difficult to mount attacks that lead to a substantial amount of damage. The best chance for victory is to establish close range and rely on Adon's Super Combos to deal the damage that you need to win.



How to Accomplish Adon's Objective

Option 1: Establish close range

Adon's attack of choice at midrange is crouching HK, which works well to punish whiffed attacks. Position Adon just outside of attack range and look for an attack to punish. Once landed, establish close range after the knockdown and perform a wake up attack.

Your other option is X-ISM Adon's jumping Jaguar Kicks. Anticipate a ground attack and perform an instant forward jumping MK (press MK the second you leave the ground). If you guess your opponent's reaction correctly, stage an attack after the Jaguar Kick hits. In cases where your opponent simply blocks the difficult to react to Jaguar Kick, perform a follow up throw or a crouching LP x 2 (link this into the Jaguar Varied assault if it connects). This doesn't consistently work with Adon's Jaguar Kicks in A-ISM and V-ISM because of the slight disadvantage these attacks carry when they are blocked.



Option 2: Lure out an anti-air

The Jaguar Tooth's variable attacking distance is useful for baiting reversal-style attacks, like Ryu's Shoryu Ken. It is difficult to tell the difference between the LK and HK version of the Jaguar Tooth, so your enemy has no choice but to react to its wind up period and perform their anti-air attack early. By performing the LK or MK version of the Jaguar Tooth when your opponent isn't cornered, will miss directly in front of them. If they perform an anti-air attack expecting the HK version, their attack will miss and you can punish it with a crouching HK or Jaguar Varied Assault. Once your enemy is afraid to punish the Jaguar Tooth you gain the freedom of doing the HK version a little more often.



Throws

Jaguar Carry	← or → + Any 2 Punch Buttons
Jaguar Slam	← or → + Any 2 Kick Buttons
Jaguar Stab	While jumping, ← or → + Any 2 Punch Buttons
Jaguar Throw	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Jaguar Crunch	→ + MP
X A V	Rising Jaguar	→ ↘ + Any Kick
A V	Jaguar Kick	← ↘ + Any Kick
V	Jaguar Kick	While jumping, any Kick Button
X A V	Jaguar Tooth	→ ↘ ↘ + Any Kick

Super Combos

ISM Availability	Name	Command
A	Jaguar Revolver	↘ ↘ ↘ + Any Kick
X A	Jaguar Varied Assault	↘ ↘ ↘ + Any Punch
X A	Jaguar Thousand	Press any Punch rapidly during Jaguar Varied Assault
X A	Jaguar Assassin	Press any Kick rapidly during Jaguar Varied Assault

Basic Strategy

Offensive Notes

Crouching LP linked into another crouching LP is Adon's only verifiable combo opening. It can be canceled into any level of his Jaguar Varied Assault, making this a worthy attack option. The following section illustrates how to best use this opening attack depending on whether or not it hits.

Crouching LP Linked into Crouching LP



If it connects:



Cancel the second hit into a Level 1~3 Jaguar Varied Assault.



If it's blocked:



Walk forward and perform crouching LP followed by a crouching HK. If the crouching LP connects on a Counter Hit, the crouching HK links after it. This counters your opponent's attempts to stop what they think is a throw.



Walk forward and throw your opponent. This only works when your opponent is afraid of a follow up attack.



Immediately perform Adon's Jaguar Crunch. Use the slight advantage after it hits to follow up with a crouching HK or a forward jumping MK Jaguar Tooth (X-ISM only).



Immediately perform a crouching MK. In regards to X-ISM Adon, use the slight advantage afterward to jump forward and perform a MK Jaguar Kick to get close again.



Defensive Notes

Standing MP canceled into a HK Rising Jaguar Kick is a great anti-air option. This move beats any jumping attack that lacks a downward angle. A standalone HK Rising Jaguar is also effective as an anti-air attack. The first hit of this move cannot be air blocked, so it works well as anti-air even if it's performed a little earlier than most.



ISM Specifics

X-ISM (Recommended)

Adon's jumping Kick attacks become instant Jaguar Kicks. Considering his jumping Kick attacks are pretty terrible in A-ISM or V-ISM, this is an acceptable loss. The jumping versions of the Jaguar Kick even have a slightly longer window of advantage after them when they are blocked, which is a huge improvement over the lackluster special attack version.



A-ISM

In A-ISM, Adon doesn't have a single safe combo without a Level 1~3 Jaguar Varied Assault stocked. This alone makes A-ISM a worthy choice, giving him his only means of effective attack at close range. Jaguar Revolver is also great for punishing characters that throw projectiles at any level. It's even safe to counter attack when blocked.



ADON

V-ISM

Adon has one basic anti-air Variable Combo at his disposal. Although it is enough to get by, an Adon player may have a difficult time coercing an opponent to jump in aggressively. Adon also loses his only verifiable combo in V-ISM, which is crouching LP x 2 ⇨ Jaguar Varied Assault.



Advanced Tactics

Counter Hit Setups

Without Super Meter, Adon doesn't have a single safe or verifiable combo at his disposal. To make up for this problem, a player should set up Counter Hits to perform link combinations that are not normally possible. For example, perform an early crouching LP to meet your opponent as they stand up from a knockdown. When you recover from the attack, throw your opponent or perform another crouching LP. If the crouching LP connects on a Counter Hit, link a crouching HK afterwards to score a knockdown.



Crouching MP

Adon's crouching MP has a particularly strange property. The hitting area of this attack is designed to completely beat low attacks, which it does with ease. This is particularly useful against Ryu, Ken, and Akuma who are all reliant on crouching MK and crouching HK to attack at mid-range. The best way to utilize this attack is to perform it when you anticipate a crouching Kick attack from just outside of your opponent's attack range. The recovery is fairly fast as well, making it difficult for your opponent to punish it on reaction if it misses.



Anti-Projectile Tactics

An Adon player actually has a variety of anti-projectile options. The first is MK Jaguar Kick, which can be performed on reaction to the release of most projectiles. The second is HK Jaguar Tooth, which must be performed a little early in order to punish most projectiles. Finally, Adon's Jaguar Revolver Super Combo is also great for punishing projectiles at any level. It's even safe to counter attack when blocked.



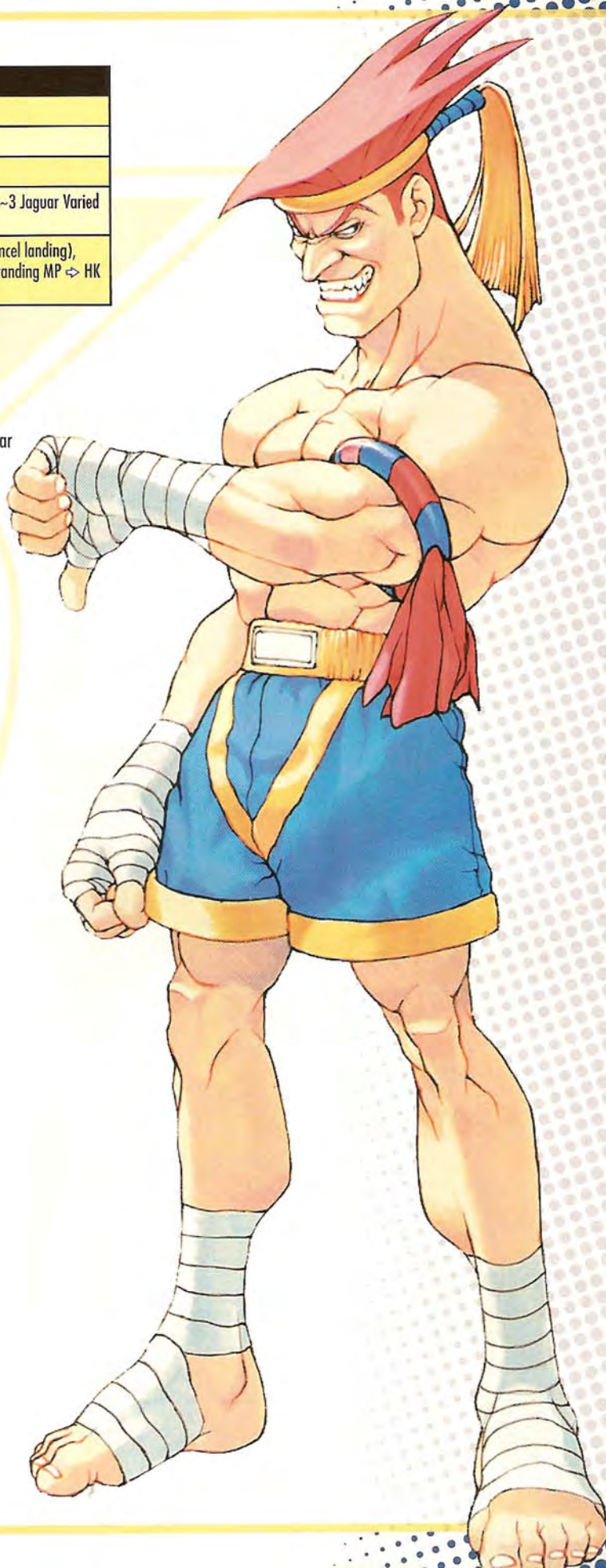
Combos

ISM Availability	Command Sequence
DAV	Jump in HK, crouching LK ⇒ HK Jaguar Kick
DAV	Close standing MK ⇒ HK Jaguar Kick
DAV	Anti-air standing MP ⇒ HK Jaguar Kick
DA	Crouching LP linked into crouching LP ⇒ Level 1~3 Jaguar Varied Assault
DAV	Near corner, Counter Hit jumping MK (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), standing MP ⇒ HK Rising Jaguar

Variable Combos

#1) Anti-Air

MP + MK activation, LK Rising Jaguar ⇒ (standing HP ⇒ LK Jaguar Kick (misses)) x **M**. When corner is reached, change combo to (standing HP x 2 ⇒ HK Jaguar Tooth). When Super Meter is about to expire, end come with standing MP ⇒ HK Rising Jaguar.



ADON

AKUMA

Akuma's Objective

Although his flexibility allows him to be played in a variety of manners, aggression is the key to success with the raging demon. His rare combination of good offensive options and excellent ability to control space enables an Akuma player to manage an opponent's movement and safely move into attack range whenever needed. Even though his objective is a little different in V-ISM (where the focus is to land Variable Combos), he still relies heavily on establishing close-range in X or A-ISM.

Throws

Seoi Nage	← or → + Any 2 Punch Buttons
Tomoe Nage	← or → + Any 2 Kick Buttons
Jigoku-guruma	While jumping, ← or → + Any 2 Kick Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Go Hado Ken	↓↘→ + Any Punch
X A V	Zanku Hado Ken	While jumping, ↓↘→ + Any Punch
X A V	Shakunetsu Hado Ken	→↘↓↙← + Any Punch
X A V	Go Shoryu Ken	→↓↘ + Any Punch
X A V	Tatsumaki Zanku Kyaku	↓↘↙ + Any Kick (may be performed while jumping)
A V	Zenpo Tenshin	↓↘↙ + Any Punch
X A V	Ashura Senku	→↘↙ or ←↘↙ + LP + MP + HP or LK + MK + HK
A V	Hyakki Shu	↓↘↙ + Any Punch
A V	Hyakki Go Zan	↓↘↙ + Any Punch, then do nothing
A V	Hyakki Go Sho	↓↘↙ + Any Punch, then press Punch again
A V	Hyakki Go Sen	↓↘↙ + Any Punch, then press Kick again
A V	Hyakki Go Sai	↓↘↙ + Any Punch, then ← or → + Any Punch when close
A V	Hyakki Go Tsui	↓↘↙ + Any Punch, then ← or → + Any Kick when close
X A V	Tenma Kujin Kyaku	Jump forward, ↓ + MK when jump reaches apex
X A V	Zugai Hasatsu	→ + MP
X A V	Senpu Kyaku	→ + MK

Super Combos

ISM Availability	Name	Command
A	Messatsu Go Hado	→↘↓↙→↘↓↙ + Any Punch
A	Messatsu Go Shoryu	↓↘↙ + Any Punch
A	Tenma Go Zanku	While jumping, ↓↘↙ + Any Punch
X A	Shun Goku Satsu	LP, LP, →, LK, HP



How to Accomplish Akuma's Objective

V-ISM Option 1: Establish Akuma's mid-range offense

Stand just outside of your opponent's maximum attack range. Adjust your position to match theirs when they move around. From this distance, Akuma's Go Hado Ken beats most low attacks and is also fairly difficult to jump over on reaction. Anticipate when your opponent may try to attack, then throw a HP Go Hado Ken. Fake Go Hado Kens by whiffing the occasional LP. This may trick your opponent into jumping towards you. If they jump, counter it with a Variable Combo. If they don't take the bait, immediately throw another HP Go Hado Ken. Throw in an occasional Senpu Kyaku to go over anticipated low attacks and use crouching HK to punish any missed moves you see. Be cautious of jumps and Variable Combos used to punish your projectiles. If your opponent looks anxious to use either of these methods, you should play cautiously and whiff an occasional standing LP to lure a sporadic attempt to counter your offense.



A-ISM Option 1: Jump forward and throw a Zanku Hado Ken

From long distance, jump forward and throw a LP Zanku Hado Ken. If the projectile hits late enough, you have a small advantage to use to walk into close range. This tactic can't be countered by anything that isn't an early jump attack, Variable Combo, or a Super Combo, so you can use it when your opponent doesn't have the means to use these options.



A-ISM Option 2: Tenma Kujin Kyaku over an attack.

Anticipate when your opponent may perform a ground-based attack, then jump forward. Come out of the jump with Akuma's Tenma Kujin Kyaku. If your opponent performs an attack, use a link after it with crouching LK x 2 ⇔ HP Go Hado Ken or HK Tatsumaki Zanku Kyaku. In cases where your opponent doesn't attack, the Tenma Kujin Kyaku is very difficult to hit out of the air if your opponent isn't looking for it. If you manage to slip past their defense, follow up after the blocked Tenma Kujin Kyaku with a close-range option of your choice.



Basic Strategy

Offensive Notes

Akuma's close range offense capabilities revolve around his crouching LK x 2 opening. Crouching LK can be canceled into the majority of his special attacks or Super Combos. If crouching LK x 2 is blocked, use the extended block stun after the attack recovers to initiate a follow up attack. The subsequent illustration shows what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK ⇔ HP Go Hado Ken or a Level 1 or 3 Messatsu Go Shoryu.



If it's blocked:



Walk up and use a Punch throw on your opponent. This only works when your opponent is afraid of your other attack options.



Walk up, crouching LK (Counter Hit) ⇔ standing LK ⇔ HP Hado Ken or Level 1 or 3 Messatsu Go Shoryu. Counters your opponent's attempts to stop what they think is a throw.



Perform ⇐ + HK (V-ISM). Beats your opponent's early attempts to attack after they leave Blockstun.

Defensive Notes

In an attempt to offset his amazing set of attacks, Akuma was given extremely low Defense and stun damage Stamina. You cannot make as many mistakes with this "balanced" form of Akuma in a match because he does not have the same threshold of defense that other characters have. In regards to stun damage, keep a rough estimation of the damage that you are taking in mind. If you ever believe you are on the brink of becoming stunned, play defensively and use Akuma's Asura Senku or Tatsumaki Zanku Kyaku to keep away from your opponent (refer to Advanced Tactics).

In regards to anti-air options, crouching HP works well as an anti-air maneuver. In tighter situations, where there isn't enough time to execute a normal attack, the Shoryu Ken is your main defensive maneuver. It works well as anti-air (if done late) and as a reversal on wake up.



ISM Specifics

X-ISM



The loss of his Hyakki Shu and his other Super Combos makes it difficult for Akuma to thrive in X-ISM. Without them, an Akuma player must rely on Shun Goku Satsu tactics in order to score big damage, which isn't reliable. Even worse, X-ISM's inherent defense decrease is a huge burden to shoulder when Akuma already takes more damage than normal characters.

A-ISM

Akuma gains plenty from a variety of damaging Super Combos. A majority of these can be canceled into from Akuma's best opening attack options for solid damage and guaranteed follow up attacks. Access to the Shun Goku Satsu for random tricks and wake up situations doesn't hurt either. Unfortunately, in the end A-ISM's only real negative is that it isn't V-ISM.

V-ISM (Recommended)

V-ISM Akuma is widely considered one of the strongest characters in Street Fighter Alpha 3. Aside from having his entire move set available to him in V-ISM, the ability to perform his $\leftarrow + HK$ at any distance greatly improves his options at close-range.



Furthermore, he quite possibly has the strongest set of Variable Combos. His Guard Crush, anti-air, and ground Variable Combos, are some of the most damaging and consistent ones available. Simply put, V-ISM is easily the choice to make when it comes to Akuma's various play modes.

Advanced Tactics

Senpu Kyaku Cancellation

Akuma's $\rightarrow + MK$ command attack is a highly versatile poke. It flies over low attacks and moves him forward. The recovery of this attack can also be canceled into a special attack. This enables you to combo a Gou Shoryu Ken or HP Hado Ken after it if the Senpu Kyaku happens to hit. Additionally, although the Senpu Kyaku leaves you at a very slight disadvantage when blocked, the ability to cancel the recovery makes it risky for your opponent to use this disadvantage to stage a counter attack. Because of the risk, your opponent may not be willing to attack after the Senpu Kyaku often, and this allows you to occasionally go for a throw or a Counter Hit combo afterwards. This makes the Senpu Kyaku a valuable tool when applying pressure to your opponent at mid-range.



V-ISM $\leftarrow + HK$

The option in V-ISM that allows close range moves with simple commands is very powerful tool for an Akuma player. His close standing HK specifically is a dynamic move that deals massive stun damage when it connects (8 + 8, 16 points total). Because of its great speed and massive range, $\leftarrow + HK$ is a great option for a Counter Hit against anticipated attacks at close range. For example, a strong opening string often used by Akuma players is crouching LK x 2. In cases where this string doesn't connect, occasionally follow up afterwards with $\leftarrow + HK$. If your opponent believes you're going to try for a throw or another option that they can counter, $\leftarrow + HK$ will beat most of your opponent's attempts to stick out an attack to stop your offense. If it connects, you receive a massive stun damage lead, and if it doesn't, your enemy loses a large portion of their Guard Meter.



Tenma Kujin Kyaku Tactics

Aside from its uses as a mobility option, the Tenma Kujin Kyaku can be used in wake up situations to stage a difficult to block guessing game. For example, sweep your opponent with crouching HK, then immediately jump forward. When you reach the apex of your jump, press $\downarrow + MK$ to perform a Tenma Kujin Kyaku. Despite looking like it may connect, the dive kick should whiff directly in front of your opponent. A common reaction to this is to block high, which leaves your opponent vulnerable to low attacks. After you recover, nail your unsuspecting foe with crouching LK x 2 \Rightarrow HK Tatsumaki Zanku Kyaku. To make this tactic even deadlier, hit your opponent with crouching HK, then hesitate a second before you jump forward. Now perform a Tenma Kujin Kyaku, which should hit your opponent extremely close to the ground just as they stand up. When it hits, link after it with crouching LK x 2 \Rightarrow HP Go Hado Ken.

It is important to remember the options available to you after a Tenma Kujin Kyaku is blocked. Basic options like crouching LK x 2 or a late throw are used most often. Another widely used option is an early crouching MP. If your opponent tries to attack after they recover from Blockstun (because they believed you're going to attempt a throw), crouching MP will connect on a Counter Hit. When it does, it's possible to link crouching HK after it, setting up the aforementioned Tenma Kujin Kyaku tactic once again.



Tatsumaki Senpu Kyaku Mobility

Akuma players can use the jumping version of his Tatsumaki Zanku Kyaku (↵↵↵ + HK) to propel Akuma across the screen forwards or backwards. This is useful for quick retreats or effortlessly escaping corners when your opponent is closing in on you. The command to perform the Tatsumaki Zanku Kyaku the absolute second you leave the ground for a jump is different depending on the direction you want to travel. To fly forward, perform the command ↵↵↵ + HK. To fly backwards, input ↵↵↵ + HK. In either case, the command must be performed quickly and smoothly for the aerial Tatsumaki to initiate properly.



Combos

ISM Availability	Command Sequence
X A V	Crouching LK x 2 ⇒ standing LK ⇒ HP Go Hado Ken
X A V	Crouching LK x 2 ⇒ HK Tatsumaki Zanku Kyaku
X A V	Crouching LK linked into standing HP ⇒ HP Go Hado Ken
X A V	→ + MK ⇒ LP Go Shoryu Ken or HP Go Hado Ken
X A	Jump in HK, standing HP ⇒ HK Tatsumaki Zanku Kyaku or Level 1~3 Messatsu Go Hado
X A	Crouching LK x 2 ⇒ Level 1~3 Messatsu Go Shoryu or Messatsu Go Hado
X A V	Near corner, Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP ⇒ HK Tatsumaki Zanku Kyaku.

Variable Combos

#1) Anti-Air

LP + LK activation, LP Go Shoryu Ken ⇒ (HP Go Hado Ken ⇒ HP Hyakki Shu ⇒ Hyakki Go Sho) x **N**. When corner is reached, change combo to (standing HP ⇒ HP Go Hado Ken (misses)) x **N**. End combo with far standing HP ⇒ Hyakki Go Sen.

#2) Ground

LP + LK activation, crouching MK ⇒ (HP Shakunetsu Hado Ken ⇒ HP Hyakki Shu ⇒ Hyakki Go Sho) x **N**. When corner is reached, change combo to (standing HP ⇒ HP Go Hado Ken (misses)) x **N**. End combo with far standing HP ⇒ Hyakki Go Sen.

#3) Mid-screen Guard Break

LP + LK activation, crouching MK ⇒ (HP Shakunetsu Hado Ken ⇒ HP Hyakki Shu ⇒ Hyakki Go Sen) x **N**.

#4) Corner Guard Break

LP + LK activation, (→ + MK ⇒ HP Shakunetsu Hado Ken) x **N**.

#5) Corner Chip Damage and Guard Break VC

LP + LK activation, (HP Shakunetsu Hado Ken) x **N**.

Unblockable Variable Combo

It's possible to modify Akuma's mid-screen Guard Break Variable Combo (#3) so that it becomes almost impossible to block. The sequence required to perform this technique is; LP + LK activation, crouching MK ⇒ HP Shakunetsu Hado Ken ⇒ HP Hyakki Shu ⇒ extremely late Hyakki Go Sen ⇒ crouching LK ⇒ HP Go Hado Ken. When timed correctly, the late Hyakki Go Sen's Variable Combo shadow should hit just after the crouching LK does. Immediately after the Hyakki Go Sen's shadow hits, the crouching LK's after image connects. In order for your opponent to defend against this pattern, they must block high, low, high, then low again, with less than a second of time to do so. As you can imagine, this is practically impossible to block with any sort of consistency, and makes the tactic worth every ounce of effort to perform it. Once the HP Go Hado Ken hits, take advantage of the hit and cancel it into a HP Hyakki Shu ⇒ Hyakki Go Sen ⇒ HP Go Hado Ken. Repeat this sequence to eradicate your enemy's life bar.



AKUMA



BALROG

Balrog's Objective

Fresh out of the ring and looking for trouble, this boxing heavyweight has an affinity for mid-range combat. His standing HP and various dashing punch moves enable Balrog players to make it very difficult for opponents to use ground movement to avoid attacks. This is especially apparent when an enemy is cornered, where their options for escape become extremely limited. Your objective with Balrog, if you choose to accept it, is to corner your opponent.



Throws

Head Bomber	← or → + Any 2 Punch Buttons
Kuchu Head Bomber	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Dash Straight	Charge ← → + Any Punch
X A V	Dash Upper	Charge ← → + Any Kick
A V	Dash Ground Straight	Charge ← ↘ + Any Punch
A V	Dash Ground Upper	Charge ← ↘ + Any Kick
A V	Buffalo Head	Charge ↗ + Any Punch (reversal only)
X A V	Turn Punch	Hold LP + MP + HP or LK + MK + HK, then release

Super Combos

ISM Availability	Name	Command
A	Crazy Buffalo	Charge ← → → + Any Punch
A	Gigaton Blow	Charge ← → → + Any Kick (Level 3 only)
X	Crazy Buffalo	Charge ← → → + Any Punch or Kick

How to Accomplish Balrog's Objective

Option 1: Establish Balrog's mid-range offense

Your goal, while playing Balrog, is based on standing your ground and pushing your opponent backwards with Balrog's many dashing punch moves. Against any character that can't crouch under it (E. Honda, Zangief, Balrog, Birdie, Sodom, Sagat, Blanka, M. Bison, and Cody), standing HP (or HK) is an excellent all-purpose poke. It has great range, overall speed, and it is complete safe to punishment when it is blocked. If performed early enough, it even tends to catch jumping foes before they leave the ground. Dance in and out of your opponent's maximum attack range and abuse standing HP. If you ever lure one of your enemy's attacks through this movement, punish it with standing HP or a crouching HK. Hold ← when performing a standing HP to accumulate the charge for one of Balrog's many Dash Punch attacks. If you believe your opponent may try to regain their positioning after eating a standing HP, perform a Dash Ground Straight to catch them moving around. If you anticipate a jump in this situation, perform Balrog's HK Dash Upper to hit your jumping opponent from pretty much any distance. Finally, you should use Balrog's crouching MP to beat any commonly used sliding attacks (Dhalsim's crouching LK, Guy's crouching HK, Sodom's crouching HK, etc) that other characters normally have a hard time countering.

Unfortunately, against characters that can crouch under his standing HP, Balrog is completely reliant on crouching HK and his Dash Punch attacks. Concentrate on punishing missed moves with crouching HK and apply pressure with a LP Dash Straight (in X-ISM only, Dash Straight whiffs against crouching characters in A or V-ISM). Use Dash Uppers to punish anticipated jumps, and don't forget to use a healthy amount of Dash Ground Straights to catch enemies that focus on ground movement to avoid attacks.



Basic Strategy

Offensive Notes

Jumping LP is a strong method for getting close when your opponent isn't looking for a jump. Perform a jumping LP at the apex of your jump to Counter Hit any normal attacks that your opponent may try to perform as an anti-air. If jumping LP connects on a Counter Hit, land and link crouching LP x 2 ⇒ LP Dash Ground Straight, or a Level 1~3 Crazy Buffalo. In cases where your adversary simply blocks the LP, follow up with a throw or crouching LP x 2 to create a basic guessing game. The following shows what actions to take depending on whether or not crouching LP x 2 hits.

Crouching LP x 2



If it connects:



Cancel the second crouching LP into a LP Dash Ground Straight or a Level 1~3 Crazy Buffalo.



If it's blocked:



Immediately perform crouching MP ⇒ LP Dash Straight. This move connects on a Counter Hit if your opponent expects a throw. Does not work against some crouching characters, in which case perform a standalone crouching HK instead.



BALROG

Defensive Notes

Crouching HP and standing MP (or MK) are your most effective anti-air choices. Standing MP can even be canceled into a Dash Upper for a 2 hit air combo. Against some jumping attacks, where the aforementioned moves aren't effective, standing LP also works. This move can also be canceled into the Dash Upper, so it is worth your effort to try it if you have a charge.



ISM Specifics

X-ISM (Recommended)

X-ISM Balrog's Dash Straight has a huge upgrade. For one, it can't be crouched under, unlike the A and V-ISM version. The HP Version of the Dash Straight also knocks your opponent down. The down side is the loss of the Dash Ground Straight, which is a huge blow to Balrog's ground game.



A A-ISM (Recommended)



With A-ISM, access to a Level 1 Crazy Buffalo gives this version of Balrog a better combo to utilize. It also boasts enough invulnerability to work was a reversal on wake up. His Gigaton Blow also does massive damage, but it's only useful when your opponent makes a mistake and gives you a direct opening.

V V-ISM

Balrog's Variable Combos are not useful and that is why X-ISM and A-ISM are recommended. He has a single anti-air VC that requires Crouch Canceling, making it extremely difficult to perform. However, he does gain the ability to cancel his crouching HP, which allows him to perform devastating Counter Hit combos that involve his turn punch. However, this alone isn't enough to make V-ISM Balrog a passable option.



Advanced Tactics

Traveling Vertical Jumping HP

X-ISM Balrog's vertical jumping HP can be moved backwards or forwards while he's initiating the attack. This is simply done by holding ← or → after performing a vertical jumping HP. Although it's not a necessity, this is useful for inching Balrog into attack range after you jump straight up over one of your opponent's ground attacks.



Using The Turn Punch Effectively

The damage output of Balrog's Turn Punch (Hold LP + MP + HP or LK + MK + HK) is dictated by how long the button input is held down. There are 10 different levels of damage. When fully charged, the Turn Punch deals a massive 40% damage. The massive pain this attack inflicts when fully charged is more than enough to make up for its terrible wind up time.



When it comes to performing the Turn Punch, the command requires that you hold all three buttons of the Punch or Kick attack set. When these buttons are held down, that set of attacks becomes unavailable to you. Since the majority of Balrog's important normal attacks can be performed with Kick buttons (standing HK, crouching HK, standing MK), charge the Turn Punch with LP + MP + HP so that your Kick attacks are still available for use.



Unfortunately, actually landing the Turn Punch is extremely difficult. As mentioned, it has a fairly lengthy starting period that telegraphs its presence. However, Balrog has a short window of mid-body invulnerability during this wind up period. Although extremely difficult to do with any sort of consistency, it is possible to use this window to pass through projectiles performed with MP or HP. It does not work against projectiles performed with LP, which travel too slowly to pass through.



Additionally, Balrog's crouching HP can be canceled in V-ISM. If it connects on a Counter Hit, it's possible to cancel it into a Turn Punch for a powerful 2 hit air combo. A basic way to fish for a Counter Hit crouching HP is to use it in combination with throw set-ups. For example, perform an early crouching LP to meet your opponent as they get up from a knockdown. After you recover from the LP, initiate either a throw or an immediate crouching HP. If your opponent attempts to perform a quick attack to stop what they believe to be a throw, crouching HP connects on a Counter Hit. React to the Counter Hit and cancel into a Turn Punch to score massive damage.



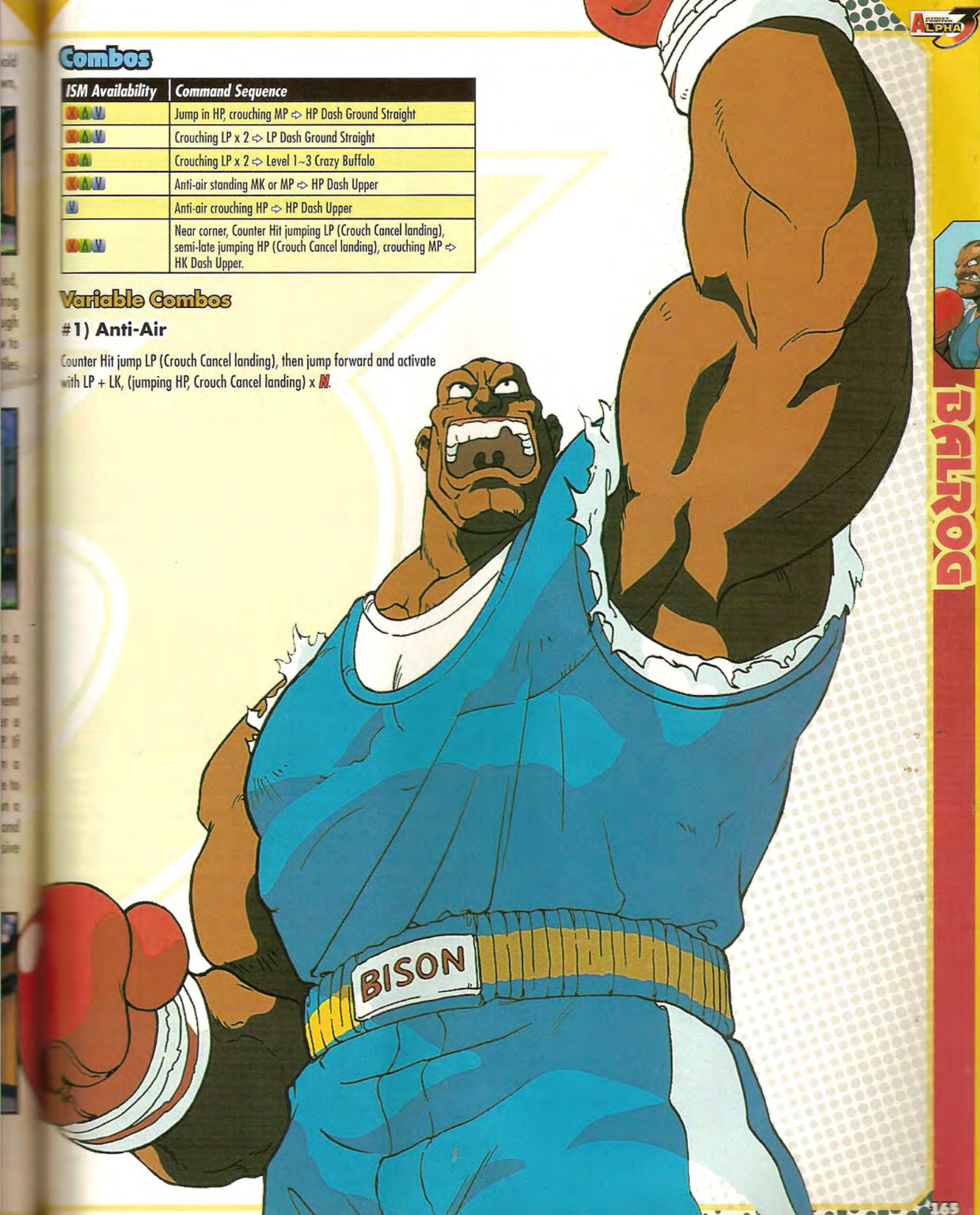
Combos

ISM Availability	Command Sequence
X A V	Jump in HP, crouching MP ⇄ HP Dash Ground Straight
X A V	Crouching LP x 2 ⇄ LP Dash Ground Straight
X A	Crouching LP x 2 ⇄ Level 1~3 Crazy Buffalo
X A V	Anti-air standing MK or MP ⇄ HP Dash Upper
V	Anti-air crouching HP ⇄ HP Dash Upper
X A V	Near corner, Counter Hit jumping LP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP ⇄ HK Dash Upper.

Variable Combos

#1) Anti-Air

Counter Hit jump LP (Crouch Cancel landing), then jump forward and activate with LP + LK, (jumping HP, Crouch Cancel landing) x **M**.



BALROG

BIRDIE

Birdie's Objective

Your objective when playing Birdie is to corner your opponent. Many of Birdie's best options, his Murderer Chain and his Bull Horn, throw his enemy across the screen after they connect—making it difficult to pursue your fallen opponent with a follow up attack. When cornered, these options leave your adversary directly next to you, allowing you to keep the momentum of the match in your favor.



Throws

Bull Spike	← or → + Any 2 Punch
Bad Throw	← or → + Any 2 Kick
Bad Scrap	While jumping, ← or → + Any 2 Punch

Special Attacks

ISM Availability	Name	Command
X A V	Bull Drop	→ + HK
X	Bad Hammer	Perform close standing HP (2 hits), then hold ↑
X A V	Bull Head	Charge ← → + P
X A V	Bull Horn	Hold and release Any 2 Punch or Kick Buttons
X A V	Murderer Chain	Rotate 360 + Punch
X A V	Bandit Chain	Rotate 360 + Kick
X A V	Body Slam	While jumping, ↑ + HP

Super Combos

ISM Availability	Name	Command
X A	The Birdie	Charge ← → ← → + Any Punch
A	Bull Revenger	↓ → ↓ → + Any Punch or Kick

How to Accomplish Birdie's Objective

Option 1: Establish Birdie's mid-range offense

Push your opponent into a corner utilizing basic foot games. This is done by scoring hits and walking forward while your opponent is in Blockstun or Hitstun. Plant yourself just outside of attack range and use standing HP to attack from afar. Standing HP is extremely vulnerable to Counter Attack if it misses, so use it with caution. If your opponent consistently evades attacks through ground movement, occasionally walk into attack range and throw out a crouching HK to catch attempts to back away from your offense. Jump straight up on occasion to cover jump attempts while avoiding ground attacks. If your opponent leaps towards you when you jump, perform an early jumping MK to stop them in their tracks. If they choose a ground attack, come out of the jump with a late HK.



Option 2: Jump over one of your opponent's attacks

Use Birdie's exceptional jump to anticipate an attack and jump over it. If you guess correctly and your opponent does an attack, nail them with jump-in HK, crouching MP ⇌ LP Bull Head to smack your opponent towards a corner. If you jump forward, and they don't do an attack, predict when your opponent might perform an anti-air and hit jumping LK just before they attack. Jumping LK has a lot of priority against normal attack anti-air maneuvers, so if it is done early you may beat their attack altogether and score a Counter Hit. If you don't believe they will try to punish your jump (because they weren't looking for one), make them block a late jumping LK and follow it up with either a HP Murderer Chain or crouching LP (Counter Hit) crouching MP ⇌ LP Bull Head. Regardless of which option you choose, if either of them hit your opponent will be pushed even closer to a corner.



Basic Strategy

Offensive Notes

Counter Hit setups are extremely advantageous for a Birdie player. Birdie doesn't have safe and verifiable combos, so use them to perform link combos that aren't normally possible. When combined with his damaging command throws, Counter Hits aren't difficult to land. A basic Counter Hit setup starts with an early crouching LP performed when your opponent is waking up. Hold \blacktriangle during the LP to start accumulating a charge for a Bull Head. After you recover from the LP, perform either a HP Murderer Chain, or another crouching LP followed by a crouching MP. If crouching LP connects on a Counter Hit the following crouching MP will link afterwards. If it hits, cancel the crouching MP into a LP Bull Head or a Level 1~3 The Birdie for big damage and a knockdown.



Birdie's Body Slam (while jumping, \blacktriangle + HP) is also useful for setting up Counter Hits and other attack options. The only difference is the Body Slam's ability to cross-up, making the initial attack difficult for your enemy to block. Although it's not possible to link any substantial after it if the Body Slam hits, use the advantage gained to stage a follow up attack anyway. The following illustrates the options available to you after a cross-up Body Slam.

Cross-up Body Slam



1 Perform a HP Murderer Chain or HK Bandit Chain when you land. Works only when your opponent is afraid of your other attack options.



2 Perform a crouching LP followed by a crouching MP. If the LP connects on a Counter Hit the crouching MP links afterwards. If you see it connect, cancel the MP into a LP Bull Head or Level 1~3 The Birdie. This counters your opponent's attempts to stop a throw.



3 Jump forward and immediately perform another cross-up Body Slam. Often difficult for novice players to block. Also a good way to catch your opponent's attempts to jump away from what they believe to be a throw.



4 Jump backwards and perform a jumping LK the second you leave the ground. Acts as an "instant" overhead attack, which is practically impossible to react to. Use this as an unexpected way to finish off an opponent if they are close to being knocked out.



Defensive Notes

Crouching HP will end up being your most used anti-air option. It's easy to use and generally gets the job done. Standing LP is also effective, sacrificing power for better recovery and a little more priority. Outside of these, your only other anti-air option is an early forward jumping MK or MP. If either connects on a Counter Hit near a corner, Crouch Cancel your recovery into a forward jump HK, crouching MP \Rightarrow LP Bull Head.



ISM Specifics



In this ISM Birdie gains access to the Bad Hammer, this is a powerful combo follow up to his close standing HP. It deals massive damage, and more importantly, doesn't require you to store a charge to use it. In addition to this, the overall damage boost Birdie receives is a welcome positive, considering Birdie's focus is close range combat.



A A-ISM

The Level 1~2 versions of The Birdie are great for Counter Hit combos. This attack also bolsters enough invulnerability to work as a reversal on wake up. It happens to be completely safe to counter attack as well, making it a completely free reversal if you need one. Moreover, Birdie's Bull Revenger is very useful for countering projectiles. Since projectiles are so difficult for a Birdie player to deal with, this is a useful Super Combo to have available when you need it.



V V-ISM

Although basic, Birdie has a worthy Ground Based Variable Combo at his disposal. The first two hits of this combo can also be omitted to turn it into an anti projectile VC, which is something a Birdie player can definitely use. The inclusion of Birdie's command throws also allow him to throw his opponent out of Blockstun if one of the VC attacks misses, giving you a secondary attack option to work with if things go wrong.



Advanced Tactics Using The Bull Horn Effectively

The Bull Horn attack progressively creates more and more damage depending on how long the command is held down. At full strength, the Bull Horn deals a whopping 35 to 50% damage on impact (depending on the ISM). Because of its massive damage output, it's worth your while to charge for the Bull Horn just incase the opportunity to land it arises.



When it comes to execution, you have no choice but to sacrifice an important move in order to charge for a Bull Horn. Out of the options available, your best choice is to sacrifice either his standing HP (Charge with LP + HP), or jumping LK (LK + MK). Although both moves are important, standing HP can be replaced with crouching MK for reasonable results.



When it comes to landing the Bull Horn, it does have a slight window of invulnerability on start up. This can be used to go through and punish some ground attacks. It's also possible to use it to punish fast projectiles; however, it doesn't work against LP projectiles that travel slowly.



In regards to combos, there is only one good way to link into the Bull Horn. Near corners, it's possible to meet your opponent in the air with a jumping MK or MP, and if it connects on a Counter Hit, follow up with a devastating combo that leads into the Bull Horn. This combo is Counter Hit jumping MP (Crouch Cancel landing) semi-late jumping HK, crouching MP ⇒ Bull Horn. Depending on how long you've been charging the Bull Horn, this combo could possibly consume 40 to 70% of your enemy's life bar!



Lastly, when charged to full strength, the Bull Horn deals a massive amount of Guard Meter damage and leaves you at an advantage when it recovers. If your opponent is about to be Guard Crushed, perform an immediate, crouching MP ⇒ LP Bull Horn when you recover to finish the job.



Combos

ISM Availability	Command Sequence
	Jumping HK, crouching MP ⇨ LP Bull Head
	Jumping HK, crouching HP (2 hits) ⇨ Level 1~3 The Birdie
	Jumping HK, crouching HP (2 hits) ⇨ LP Bull Head
	Near corner, Counter Hit jumping MP (Crouch Cancel landing), semi-late jumping HK (Crouch Cancel landing), crouching MP ⇨ Bull Horn.

Variable Combos

#1) Ground

LP + LK activation, crouching MP ⇨ LP Bull Head ⇨ (MP Bull Head) x . When Super Meter drops below 20%, end combo with standing HK (misses), then an off-the-ground HP Murderer Chain.

#2) Anti-Projectile

LP + LK activation, MP Bull Head ⇨ (MP Bull Head) x . When Super Meter drops below 20%, end combo with standing HK (misses), then an off-the-ground HP Murderer Chain.

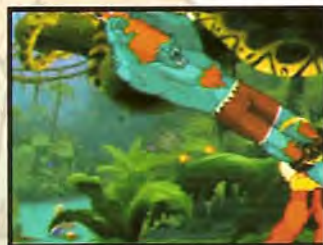


BIRDIE

BLANKA

Blanka's Objective

The green machine lacks some of the offensive options needed to create openings at close range, so a Blanka player must be reliant on coercing an enemy into making mistakes. Since Blanka has some difficulty controlling the ground well enough to bait a jump, your objective is to work on depleting your opponent's Guard Meter to coerce attacks and mistakes.



Throws

Wild Fang	← or → + Any 2 Punch Buttons
Jungle Slam	While jumping, ← or → + Any 2 Punch Buttons
Wild Shoot	While jumping, ← or → + Any 2 Buttons

Special Attacks

ISM Availability	Name	Command
X A	Rock Crush	When close, ← or → + MP
V	Rock Crush	← + MP
X A V	Amazon River Run	↘ + HP
X A V	Electric Thunder	Press Punch rapidly
X A V	Rolling Attack	Charge ← → + Any Punch
X A V	Backstep Rolling	Charge ← → + Any Kick
X A V	Vertical Rolling	Charge ↑ + Any Kick
X A V	Surprise Forward	LK + MK + HK or → + LK + MK + HK
X A V	Surprise Back	← + LK + MK + HK

Super Combos

ISM Availability	Name	Command
X A	Ground Shave Rolling	Charge ← → → + Any Punch
A	Tropical Hazard	Charge ↘ ↘ ↘ + Any Kick, press any Punch or Kick rapidly to shake more fruit off the trees

How to Accomplish Blanka's Objective

Option 1: Carefully mount Guard Crush patterns

Blanka's game relies on whittling down an opponent's Guard Meter through various attack patterns. Although your objective is to weaken their defense, the ultimate aim of this tactic is to pressure your enemy into a situation where they have to take risks. Leaving them in a state where they are close to being Guard Crushed is their best way to do that. With the threat of free combo on the horizon, your enemy has no choice but to commit to a jump, or a recovery heavy reversal to stop you. Anticipate and punish these attempts with Blanka's various anti-air attacks and thrust your opponent back into an unfavorable position. When your opponent is finally scared to mount a counter offensive, Guard Crush your adversary to score even more damage and take home the gold.

The following is a list of attack sequences that deal great amounts of Guard Meter damage. These sequences are not airtight, so they should not always be performed as they are listed. Omit attacks from each string and block if you anticipate your opponent is going to take measures to counter a pattern (like performing Ryu's Shoryu Ken to beat one of your attacks). Additionally, the jumping attack at the beginning of each sequence is completely optional; perform it only if you're positive your adversary isn't looking to counter a jump.

- 1) Jump-in HP or HK, crouching LK, standing HP, HP Rolling Attack.
- 2) Jump-in HP or HK, crouching LK, crouching MK ⇌ HP Rolling Attack.
- 3) Jump-in HP or HK, vertical jumping HK. When you recover from the jump, continue into pattern 1 or 2.
- 4) Jump-in HP or HK, crouching LK, forward jumping cross up HP, then perform a HP Electric Thunder when you land. When performed correctly, the HP Electric Thunder hits 3 times for a massive chunk of Guard Meter damage. Follow up after you recover from the attack with a crouching HK or crouching HP.

Basic Strategy

Offensive Notes

Crouching HK and Blanka's Amazon River Run (↵ + HP) are your two main attacks at mid-range. Crouching HK is the safer option of the two, sporting decent start up time and recovery. Use it to punish missed moves. The Amazon River Run is a sliding attack that's excellent at catching opponents who tend to walk backwards to avoid attacks. It's also useful for sliding under and punishing projectiles, making it Blanka's most used anti-projectile option outside of jumps. Crouching HP is also useful at this distance. It has the ability to catch early jumps before they leave the ground. It has a tendency to miss against some smaller crouching characters, so use it with caution.

When you're in need of direct damage, jump-in HK is your best opening. Blanka's jumping speed is fairly fast, so it's easy to use it to punish ground attacks or to slip passed your enemy's defense when they aren't looking for a jump. If you jump over a predicted ground attack, come out of it with a late HK, crouching MK ⇒ HP Rolling Attack. If jumping HK ends up being blocked, it's possible to use the advantage to set up a basic Counter Hit combo. The following illustrates the commonly used options after jump-in HK.



Jump in HK



If it connects:



Link crouching MK ⇒ HP Rolling Attack.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your enemy is afraid of your other options.



Perform an early crouching LK followed by a standing LP. If crouching LK connects on a Counter Hit the standing LP links, which can then be canceled into a HP Rolling Attack.



Perform a semi-late Surprise Forward, then immediately throw when you recover. This option moves Blanka behind your enemy, which might catch them off guard. Additionally, if your enemy tries to throw when you land, the Surprise Forward will avoid it altogether.



BLANKA

Defensive Notes

Blanka has several anti-air options. The first is standing HP, which is a claw attack that must be performed a little early to beat jump attacks. The second is an early vertical jumping HP, which is usually fast enough to counter most jump attempts. A forward jumping HP is also a viable anti-air option. Although risky because of airblocking, it can lead to a substantial amount of damage if it connects on a Counter Hit (refer to the combo section). Finally, Blanka's Level 2~3 Ground Shave Rolling has invulnerability that works consistently against most jump attempts. If the first hit connects against a jumping attack, continue to hold the Punch button down to hold Blanka in place momentarily. Release Punch after your opponent falls a bit to score the full damage of the attack.



ISM Specifics

X-ISM

The only thing X-ISM Blanka gains is a damage increase, which is hardly worth the loss of airblocking and Alpha Counters. This same damage increase doesn't even affect his Ground Shave Rolling Super Combo. Avoid choosing X-ISM if you can.



A-ISM (Recommended)



Blanka has everything he needs to get by in A-ISM. His Level 2 or 3 Ground Shave Rolling is a damaging anti-air option that's great for punishing sporadic jump attempts when your opponent's Guard Meter is low. Additionally, Alpha Counters allow you to get your adversary away from you when the going gets rough.

V-ISM

Blanka's only Variable Combo involves a rare anti-air situation and Crouch Cancels. It's hardly a consistent situation, making the Variable Combo useless to him. This is a very difficult choice to utilize if you want to play Blanka.



Advanced Tactics Tactical Rolling Attack

Blanka's Rolling Attack has a very short recovery period if it never hits your opponent. This happens after the Rolling Attack travels a specific fixed distance. As far as its applications go, purposely positioning the Rolling Attack to travel forward and stop directly in front of your opponent is an interesting way to set up throws. For example, perform a deep jump in HK while holding \blacktriangleleft , then immediately do a crouching MK when you land. When you recover from the MK, immediately perform a Surprise Back (\blacktriangleleft + LK + MK + HK). When you recover from the backwards hop, immediately perform a LP Rolling Attack. If performed correctly, the LP Rolling Attack should miss directly in front of your enemy. Immediately perform a throw when you recover to catch your opponent off guard.

This tactic becomes even more convincing when you mix in a Rolling Attack that actually hits. In regards to the aforementioned example, replace the LP Rolling Attack with a MP version, which should barely hit your opponent. With the inability to judge if whether or not the Rolling Attack is going to actually hit, there's no consistent way to effectively deal with it.



Fun Times with the Tropical Hazard

Far from being practical, the Tropical Hazard is still a fun Super Combo to use on occasion. Blanka jumps on to a tree branch and shakes fruit out of it before performing a diving shoulder charge. After recovering from the attack, it's possible to strike the grounded watermelons that Blanka shakes out of the tree. After connecting an attack, the smacked watermelon is volleyed towards your opponent, acting as a projectile. The trajectory that the watermelon fires at is determined by the strength of the attack used, Light attacks hit the watermelon at an upward arc, while Hard attacks hurl the tasty fruit forward at blinding speeds. It's also possible to hit a melon a second time once it is airborne, sending the projectile in different direction. Additionally, your opponent has the option of hitting the watermelons as well. However, it is not possible for your opponent to bounce a watermelon back at you if you've already sent it flying towards them.



The Light attack's trajectory is actually useful for safely staging a tricky attack. When the positioning of the watermelon is about a crouching HK's distance away from your opponent, perform a crouching LK to kick the melon towards them. Immediately jump towards your opponent to follow behind the flying melon. When you land from the jump, immediately perform a crouching LK, which not only hits your opponent, but also lob the watermelon you kicked earlier directly into your opponent's face (resulting in a 2 hit combo). You can add little flavor to this tactic by kicking the melon, then jumping forward and initiating a late jumping HK. After the jump attack hits, the descending watermelons will combo soon after.



This tactic cannot be stopped with an anti-air of any sort. If your opponent attempts to do so, it results in a successful watermelon hit. Unfortunately, not only is the watermelon drop position random, but also there's never really any reason to perform the Tropical Hazard. This ultimately makes what could be such an effective tactic almost useless.



Combos

ISM Availability	Command Sequence
SAV	Jump in HK, crouching MK ⇄ HP Rolling Attack
SAV	Anti-air standing LP ⇄ HK Vertical Rolling
SAV	Cross up HP, standing LP ⇄ LP Electric Thunder
SAV	Counter Hit jumping HP (Crouch Cancel landing), jumping HP (Crouch Cancel landing), then juggle with a early crouching HP.

Variable Combos

#1) Anti-Air

Counter hit jumping HP (Crouch Cancel landing), jump forward and activate with LP + LK, (Jumping HP (Crouch Cancel landing))
 ➤ End combo with a jump forward Kick air throw.



BLANKA

CAMMY

Cammy's Objective

Cammy is heavily reliant on Variable Combos in order to deal damage. Without them, a Cammy player must rely on Super Combos, which are somewhat lacking in the damage department. Since this is a factor, the objective while playing Cammy is to coerce your opponent into jumping in aggressively. By applying pressure at mid-range, your opponent will eventually take measures to jump over your ground-based offense. Anticipate the attempt and punish it with a Variable Combo to win the day.



Throws

Hooligan Suplex	← or → + Any 2 Punch Buttons
Frankensteiner	← or → + Any 2 Kick Buttons
Flying Neck Hunt	While jumping, ← or → + Any 2 Punch Buttons
Air Frankensteiner	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Spiral Arrow	↓↘→ + Any Kick
X A V	Cannon Spike	→↓↘ + Any Kick
V	Cannon Strike	Jump forward, ↓↘↙ + Any Kick
V	Cannon Revenge	↓↘↙ + Any Punch
X A	Axle Spin Knuckle	→↘↓↙↘ + Any Punch
X A V	Hooligan Combination	←↘↙↘↙↘ + Any Punch (press Kick to cancel)
X A V	Razor Edge Slicer	Do nothing after performing the Hooligan Combination
X A V	Fatal Leg Twister	← or → + Any Kick when close after Hooligan Combination
X A V	Cross Scissor Pressure	← or → + Any Kick when close to the ground after Hooligan Combination

Super Combos

ISM Availability	Name	Command
X A	Spin Drive Smasher	↓↘→↓↘ + Any Kick
A	Reverse Shaft Breaker	↓↘↙↘↙ + Any Kick, then press Kick rapidly
A	Killer Bee Assault	Charge ↘↙↘↙ + Any Kick (Level 3 only)



How to Accomplish Cammy's Objective

Option 1: Establish Cammy's mid-range offense

A Cammy player should rely on using her excellent walking speed to lure and evade enemy attacks. Rapidly move in and out of your opponent's maximum attack range and bait them into making a move. If they perform an attack and it misses, punish the whiffed attack with crouching HK. If you ever anticipate that your opponent is going to move far enough into range to safely attack, perform an early crouching MK to put a stop to their intentions. If your opponent is using projectiles, jump straight up over it in reaction to its release to safely avoid it without losing your position. In regards to attacking, occasionally move into attacking distance and initiate a standing HK. Its excellent range makes it difficult to evade through backwards movement. It even tends to catch jumps as they leave the ground when your enemy jumps towards you. Continue to apply pressure using these basic tactics and keep an eye out for jump attempts. Once an opponent jumps, pummel them with Cammy's anti-air VC or a Reverse Shaft Breaker to secure a victory.



Basic Strategy

Offensive Notes

Crouching LK x 2 is Cammy's most used attack opening at point blank range. In cases where it connects, it can be canceled into a HK Cannon Spike or any level of the Spin Drive Smasher. If blocked, Cammy has several basic options to utilize in order to stage a follow up attack. The following shows how to best use this opening depending on whether or not it hits.

Crouching LK x 2



If it connects:



Cancel the second crouching LK into a HK Cannon Spike or a Level 1~3 Spin Drive Smasher.



If it's blocked:



Perform an immediate crouching MP. Stops early attempts to attack you after crouching LK recovers.



Walk forward and throw your opponent. Works only when your opponent is afraid of every other attack option.



Walk forward and perform crouching LK (Counter Hit) linked into crouching HK. Counters your opponent's attempts to stop what they think is a walk up throw.



Jump forward and perform a late cross up LK. Some novice players have difficulty blocking this option. After landing, link crouching LK x 2.



CAMMY

Defensive Notes

Cammy's Cannon Spike has some invulnerability that makes it useful as an anti-air or as a reversal on wake up. It must be performed extremely late, or it can be airblocked. In regards to other forms of anti-air, crouching HP can be used to deal with most frontal jump in attempts. If needed, ← + MP (V-ISM only) is useful for dealing with jumps that are directly above you. Cancel it into a HK Cannon Spike for a 2 hit combo. Finally, an early forward jumping HK may be in order if you're looking for more damage. If it connects on a Counter Hit, it's possible to Crouch Cancel your jump recovery and juggle with crouching MP ⇒ HK Cannon Spike for solid damage. Mix in an occasional air throw to keep your opponent from air guarding your jumping HK.



ISM Specifics

X-ISM

Although the increased damage helps her lackluster damage output, Cammy's X-ISM Spin Drive Smasher strangely doesn't get much of a boost. The X-ISM chain system is equally unimportant to her, since it only increases her combo capabilities in rare situations that don't often come up.



A-ISM

Having access to a Level 1 Spin Drive Smasher gives Cammy's close range options a little kick. However, her Reverse Shaft Breaker and Killer Bee Assault Super Combos are both lackluster and difficult to implement. Alpha Counters are equally unimportant, since she already has a worthwhile reversal at her disposal (Cannon Spike).



V-ISM (Recommended)

Aside from the addition of the Cannon Revenge and Cannon Strike, Cammy has the basic Variable Combos she needs to be an effective V-ISM character. Although she lacks a decent Guard Crush VC, she has a solid anti-air and ground based VC that deals 60% on a successful hit. In addition to that, the ability to use her close standing fierce on command \leftarrow + HP helps her stage high damage Counter Hit set ups against larger characters.



Advanced Tactics Counter Hit Crouching MP

With proper timing, Cammy can link a crouching HK after a crouching MP that connects on a Counter Hit. This basic combo is not just easy to perform, but it also knocks your opponent down within range for a follow up, wake up attack. Since her Cannon Spike combos are difficult to follow after, this is extremely valuable and enables you to keep the momentum of the match in your favor. Below illustrates a basic setup where crouching MP often connects on a Counter Hit.

Blocked Crouching LK



Perform a late throw. Use this option when you believe your opponent is going to block.



Perform an immediate crouching MP. If it connects on a Counter Hit, link crouching HK. Connects when your opponent tries to counter what they believe to be a throw.

V-ISM Counter Hit \leftarrow + HP

If it connects on a Counter Hit, \leftarrow + HP can be canceled into Cammy's Hooligan Combination on reaction to the hit, allowing you to grab your vulnerable opponent out of the air with her Cross Scissor Pressure throw. This simple 2 hit combo deals a massive 40% damage to your opponent. Because of the high damage this combo deals, specific set ups designed to fish for a Counter Hit standing HP are a welcome alternative to other attack options. The following example illustrates a specific Counter Hit set up utilizing standing HP and what to do if it's defended against.

Blocked Crouching LK



After you recover from the LK initiate either:



A late Punch or Kick throw.



Close standing HP \Rightarrow Hooligan Combination.

NOTE: Standing HP misses against specific crouching characters, making this tactic useless in those match ups. The characters in question are Ken, Guy, Charlie, Gen, Rose, Sakura, R. Mika, and Karin.

Combos

ISM Availability	Command Sequence
■▲▽	Crouching LK x 2 ⇒ HK Cannon Spike
■▲	Crouching LK x 2 ⇒ Level 1~3 Spin Drive Smasher
■▲▽	Jump in HK, standing HP ⇒ HK Spiral Arrow
■	Cross up LK, crouching LK X-ISM chained into standing HP ⇒ Level 1~3 Spin Driver Smasher
■	Counter Hit standing HP ⇒ Killer Bee Assault
■▲▽	Counter Hit jumping HP (Crouch Cancel landing), semi late jumping HK (Crouching Cancel landing), crouching MP ⇒ HK Cannon Spike or Reverse Shaft Breaker.

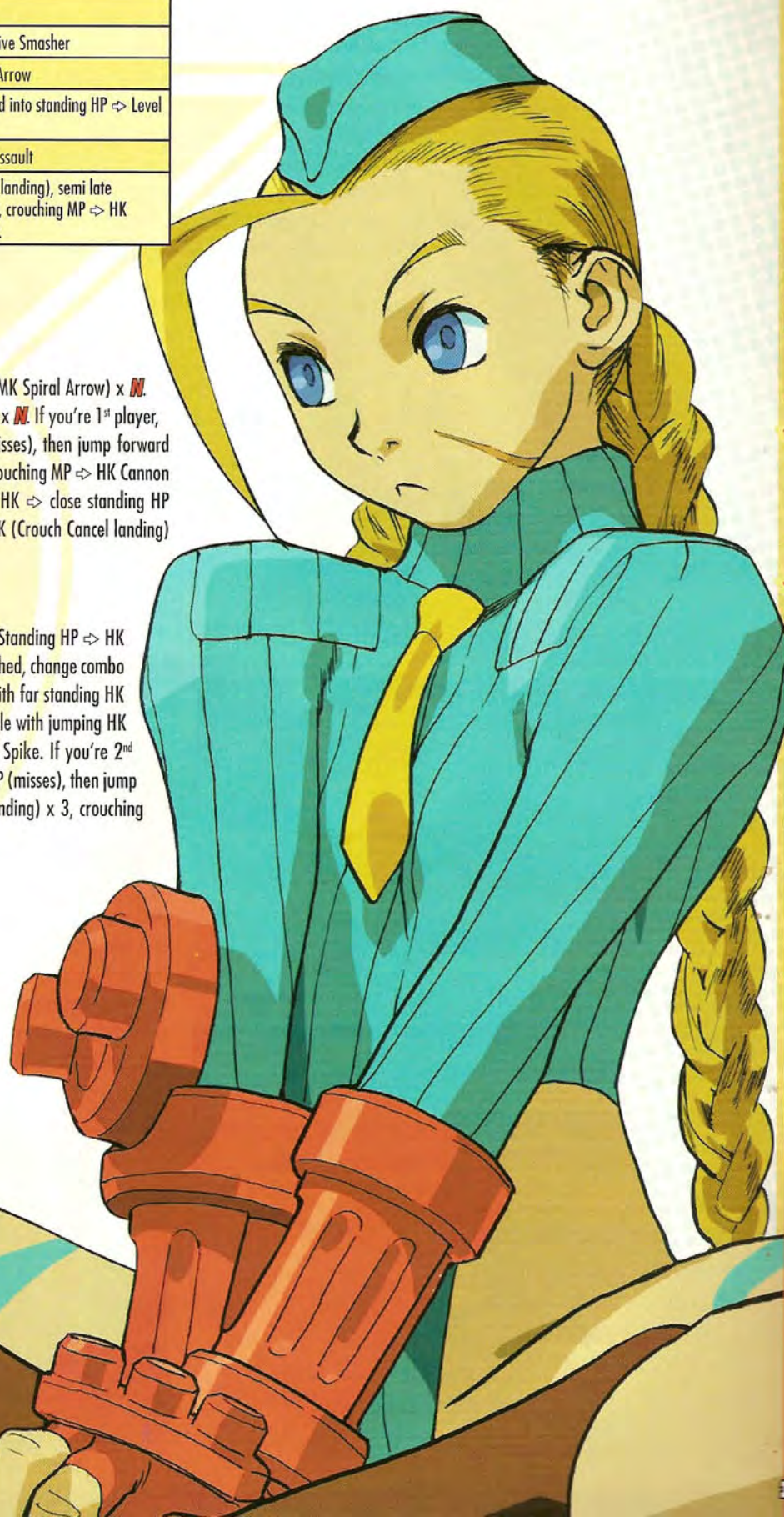
Variable Combos

#1) Anti-Air

LP + LK activation, (Standing HP ⇒ HK Cannon Spike ⇒ MK Spiral Arrow) x **N**. When corner is reached, change combo to HK Cannon Spike x **N**. If you're 1st player, end combo with far standing HK ⇒ close standing HP (misses), then jump forward and juggle with jumping HK (Crouch Cancel landing) x 4, crouching MP ⇒ HK Cannon Spike. If you're 2nd player, end combo with far standing HK ⇒ close standing HP (misses), then jump straight up and juggle with jumping HK (Crouch Cancel landing) x 3, crouching MP ⇒ HK Cannon Spike.

#2) Ground

LP + LK activation, Close standing HP ⇒ MK Spiral Arrow (Standing HP ⇒ HK Cannon Spike ⇒ MK Spiral Arrow) x **N**. When corner is reached, change combo to HK Cannon Spike x **N**. If you're 1st player, end combo with far standing HK ⇒ close standing HP (misses), then jump forward and juggle with jumping HK (Crouch Cancel landing) x 4, crouching MP ⇒ HK Cannon Spike. If you're 2nd player, end combo with far standing HK ⇒ close standing HP (misses), then jump straight up and juggle with jumping HK (Crouch Cancel landing) x 3, crouching MP ⇒ HK Cannon Spike.



CAMMY

CHARLIE

Charlie's Objective

Charlie has an unmatched ability to control his opponent's movements. The combination of his quick-recovering Sonic Boom projectile and Step Kick enables a Charlie player to apply pressure to an enemy without taking any big risks. The intense pressure of his ground game can whittle away an adversary's Guard Meter, forcing them to take risky measures to defy his offense. When properly anticipated, these mistakes can be countered for big damage and add opportunities to deal more Guard Meter damage. Your objective when playing Charlie is to break your opponent's guard.

How to Accomplish Charlie's Objective

Option 1: Establish Charlie's mid-range offense

It's no exaggeration to state that Charlie's entire ground game revolves around his Step Kick (→ or ← + HK). Its unmatched combination of good range, speed, priority, and high Guard Meter damage makes it one of the most feared normal attacks in Street Fighter Alpha 3. When united with Charlie's Sonic Boom, your ability to apply pressure to your opponent on the ground is without comparison. With that in mind, establish mid-range by throwing a LP Sonic Boom and walk in behind it. Once you're in attack range, start pummeling your opponent with Step Kicks. Hold ← as you perform Step Kicks in order to keep a charge for periodic Sonic Booms. After you recover from the attack, throw a LP Sonic Boom or walk forward and perform another Step Kick.

Since the Step Kick is your main method of attack, your opponent will take measures to counter it. Use Charlie's Jumping Sobat (→ + MK) to go over low attacks performed in an attempt to beat your attack just as it comes out. If your challenger is walking backwards in an attempt to force a Step Kick to miss, walk forward and perform a crouching HK to catch your opponent standing.

If at any point your opponent manages to push you out of range, look for a safe moment to throw a LP Sonic Boom. After its release, walk or dash behind it to establish your desired position with ease. Since this is the easiest way for you to move back into attack range, your opponent may be looking for a projectile to jump over. Lure your opponent into jumping and punish the attempt with a Variable Combo or crouching HP.



Throws

Dragon Suplex	← or → + Any 2 Punch Buttons
Knee Gatling	← or → + Any 2 Kick Buttons
Flying Buster Drop	While jumping → or ← + Any 2 Punch Buttons
Airjack	While jumping ↑ or ↓ + KK Any Kick Buttons

Special Attacks

ISM Availability	Name	Command
X	Knee Bazooka	← or → + LK
X A V	Jump Sobat	← or → + MK
X A V	Step Kick	← or → + HK
X A V	Sonic Boom	Charge ←, → + Any Punch
X A V	Somersault Shell	Charge ↓, ↑ + Any Kick
A V	Dash	Tap →, →
A V	Knee Bazooka	Press Any Kick during Dash

Super Combos

ISM Availability	Name	Command
X A	Somersault Justice	Charge ↘, ↙, ↘, ↙ + Any Kick
A	Sonic Break	Charge ←, →, ←, → + Any Punch, then press any Punch Button 3 times
A	Crossfire Blitz	Charge ←, →, ←, → + Any Kick

Basic Strategy

Offensive Notes

Whenever you knock your opponent down with crouching HK, perform a quick Dash (A or V-ISM) or a Knee Bazooka (X-ISM) and immediately hold Δ . This enables you to quickly establish close range while starting the initial charge sequence for a Sonic Boom or Somersault Shell. After the set up, you now have the option to combo a Somersault Shell if you perform crouching LP x 2 on wake up. The following illustrates the basic options available to you depending on whether or not crouching LP x 2 connects.

Crouching LP x 2



If it connects:



Cancel the second crouching LP into a HK Somersault Shell.



If it's blocked:



Immediately perform crouching MP \Rightarrow LP Sonic Boom. Walk forward after the Sonic Boom's release and perform a Step Kick (\rightarrow or \leftarrow + HK). It's also worthwhile to follow up with a jumping HK instead of the Step Kick on occasion. Mainly used to work your opponent's Guard Meter.



Immediately perform a Step Kick. Works your opponent's Guard Meter without taking a big risk.



Jump forward and go for a cross-up MK. If it hits, link crouching LP x 2 \Rightarrow HK Somersault Shell afterwards. Often catches your opponent off guard if they're assuming you're going for another Guard Crush pattern.



Walk up and throw your opponent. Effective only when your opponent is afraid of your other attack options.



Defensive Notes

Against most jump attacks, your main anti-air options include crouching HP or standing HK. Outside of these, Charlie has to rely on Variable Combos or early jump attacks to counter jump attacks. An early jumping HP can possibly lead to big combos if it connects on a Counter Hit near a corner. Specifically, Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP \Rightarrow HK Somersault Shell.



ISM Specifics

X-ISM

X-ISM's increased Guard Meter damage improves Charlie's already great ability to earn Guard Breaks. This is a huge factor to keep in mind since a hefty portion of Charlie's game revolves around earning one. Additionally, the X-ISM version of the Somersault Justice inflicts absolutely absurd amounts of damage to an unsuspecting foe.



A:ISM

Although it's difficult to implement because of the required positioning, Charlie's Sonic Break Super Combo opens the window to damaging combos against cornered opponents. It's also useful for punishing your opponent's projectile attempts at mid-range. This, in addition to having access to the Somersault Justice Super Combo, gives him the basic tools you need to deal damage when the situation is right.



V:ISM (Recommended)

Charge based Super Combos are only useful for specific situations. Because they require a charge, they can't be used to punish jump attempts over your Sonic Booms. Variable Combos remove that limitation, allowing you to counter your opponent's attempts to jump for big damage. Additionally, Variable Combos also give you the ability to take advantage of a successful Guard Crush when the opportunity arises. This is a huge advantage to have considering it's so difficult for A or X-ISM Charlie to take advantage of a Guard Crush.



Advanced Tactics Corner Pressure

When your enemy is cornered, perform repeated Step Kicks followed by the occasional Sonic Boom if you ever anticipate a reversal maneuver. If you ever predict a jump, perform an early $\rightarrow + HP$ to catch them as they leave the ground. In cases where you believe your opponent may try to perform a quick attack to stop one of your Step Kicks, jump towards your opponent and punish their attack with a combo. If they jump forward and they don't perform an attack, come out of the jump with jumping HK, crouching MP \Rightarrow LP Sonic Boom. From there, continue to pressure your opponent with more Step Kicks until their Guard Meter is depleted.



Managing Sonic Boom Charge Time

By executing the Sonic Boom with a specific command, it's possible to gain a "head start" with the charge time for your next Sonic Boom. This is done by performing the projectile with this command: charge $\leftarrow, \rightarrow, \leftarrow + \text{Any Punch}$. Despite the command ending with a direction other than forward, as long it's performed fast enough, the Sonic Boom will still be released. Because the command ends with \leftarrow , you essentially start charging for the next Sonic Boom the absolute second you execute the first. This allows you to accumulate a charge for the all-important projectile very quickly.









Sonic Boom \Rightarrow Somersault Shell

Despite not being able to obtain a charge, it's possible to perform a Somersault Shell almost immediately after recovering from a Sonic Boom. This is helpful for punishing your opponent's mistimed attempts to punish a Sonic Boom with a jump. To perform this technique, obtain a charge for a Sonic Boom, then quickly input the following command: $\leftarrow, \rightarrow, \downarrow, \downarrow + LP$. Continue to hold \downarrow after the Sonic Boom's release, then press $\uparrow + HK$ a tenth of a second after you recover from the Sonic Boom. If performed correctly, Charlie should initiate a Somersault Shell shortly after he recovers from the Sonic Boom.



Compos

Availability	Command Sequence
	Cross up MK, crouching LP x 2 ⇒ HK Somersault Shell
	While opponent is cornered, jump in HP, close standing HP ⇒ LP Sonic Boom, link an immediate ⇒ + HK
	While opponent is cornered, jump in HP, crouching LP X-ISM chained into close standing HP ⇒ LP Sonic Boom, link an immediate ⇒ + HK
	Cross up MK, crouching LP x 2 ⇒ crouching LK ⇒ Level 2~3 Somersault Justice
	While opponent is cornered, jump in HP, crouching LK ⇒ Level 1 Sonic Break, link crouching MP ⇒ Level 2 Sonic Break, link standing HP
	Near corner, Counter Hit jumping HP (crouch cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP ⇒ HK Somersault Shell.

Variable Compos

#1) Anti-Air

HP + HK activation, crouching MP ⇒ (LK Somersault Shell ⇒ standing HK ⇒ Dash ⇒ Knee Bazooka (misses)) x 2. When corner is reached, change combo to HK Somersault Shell x 2. When super drops below 20%, cancel HK Somersault Shell recovery into crouching LP, then jump up and juggle with MP (Crouch Cancel landing), then land and juggle with jumping HP x 2 (Both Crouch Canceled), jumping HK (Crouch Cancel landing), crouching MP ⇒ HK Somersault Shell.

#2) Ground

HP + HK activation, crouching LK ⇒ (LK Somersault Shell ⇒ standing HK ⇒ Dash ⇒ Knee Bazooka (misses)) x 2. When corner is reached, change combo to HK Somersault Shell x 2. When super drops below 20%, cancel HK Somersault Shell recovery into crouching LP, then jump up and juggle with MP (Crouch Cancel landing), then land and juggle with jumping HP x 2 (Both Crouch Canceled), jumping HK (Crouch Cancel landing), crouching MP ⇒ HK Somersault Shell.



CHARLIE



CHUN-LI

Chun-Li's Objective

Chun-Li's objective is to set up a cross-up jumping LK. Because the majority of her most damaging options link after it, she relies heavily on landing a cross-up LK in order to deal damage. To set it up, she needs to score a knockdown or find a blind spot in her opponent's offense to safely go for the cross-up. When the opportunity arises, a Chun-Li player can lay waste to an opponent's life bar off of a few successful cross-ups.



Throws

Koshu Tou	← or → + Any 2 Punch Buttons
Ryusei Raku	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Koho Kaiten Kyaku	↘ + MK
X A V	Kaku Kyaku Roku	↘ + HK
X A V	Yoso Kyaku	While jumping, ↓ + MK
A V	Kiko Ken	← ↓ ↘ → + Any Punch
A V	Sen'en Shu	→ ↓ ↙ ← + Any Kick
X A V	Hyakuretsu Kyaku	Press Kick rapidly
A V	Tenshou Kyaku	Charge ↓, ↑ + Any Kick
X	Tenshou Kyaku	Charge ↓, ↑ + Any Kick (reversal only)
X	So Hakkei	Charge ←, → + Any Punch
X	Spinning Bird Kick	Charge ←, → + Any Kick (may be performed while jumping)
X A V	Sankaku Tobi	Jump against a wall, press →

Super Combos

ISM Availability	Name	Command
A	Kiko Sho	↓ ↘ → + Any Punch
X A	Senretsui Kyaku	Charge ← → → + Any Kick
A	Hazan Tenshou Kyaku	Charge ↘ ↙ ↘ + Any Kick

How to Accomplish Chun-Li's Objective

Option 1: Establish Chun-Li's mid-range offense

Your goal at this distance is to land Chun-Li's crouching HK. Use her invaluable walking speed to bait attacks by walking into your enemy's attack range then quickly walking out. If your opponent does an attack, will miss in front of you. Punish it with a crouching HK to score a knockdown. If you see the opportunity to walk into range and make an attack, use crouching MK. The fantastic range and speedy recovery of this attack make it ideal for aggressive poking.



Option 2: Jumping over one of your opponent's attacks

Chun-Li's cross-up jumping LK is very difficult to punish in general. Even when they're fully aware that the jump is coming, it's fairly difficult to perform a reversal against it. Anticipate a ground attack and jump forward. If they perform an attack, punish it with the jump in combo of your choice. If they don't do an attack, come out of the jump with a cross-up LK anyways and stage the close range attack of your choice. It's also feasible to make the occasional jump attempt if you believe your opponent isn't looking for it, like when they're completely focused on your ground game.



Basic Strategy

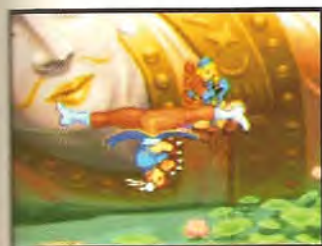
Offensive Notes

When the opportunity shows itself, cross-up jumping LK should be your attack opening of choice. To use it properly, perform the jumping LK at different points during the jump to cause it to hit your enemy from the front or back. For example, hit your opponent with a crouching HK then walk forward a bit and jump forward. Performing jumping LK early during the jump, before you pass over their head, usually causes it to hit the front of your opponent. Initiating jumping LK later during the jump, after you've passed over their head, causes it to hit the back of your unlucky adversary. If jumping LK hits in either case, it's still possible to link standing LP afterwards. Mix between both options to thoroughly confuse your opponent's defense.



Defensive Notes

Chun-Li's MK Tensho Kyaku is useful as a wake up reversal. Crouching HK is effective against jumping attacks that lack downward angles. Level 1~3 Kiko Sho can also be used as an anti-air maneuver if you have the meter available. Standing LP is also a worthwhile anti-air attack. If it connects on a Counter Hit near a corner, juggle after it with jumping MP, crouching MP \Rightarrow HK Tensho Kyaku or HK Spinning Bird Kick. Finally, X-ISM Chun-Li's Spinning Bird Kick can be used as an anti-air attack if timed correctly. Although this attack can be air blocked at any point during its starting animation, it deals a massive 30% in Chip damage just before safely pushing her opponent away from her. However, this is not safe if air blocked near a corner, in which case she's vulnerable when she recovers.



ISM Specifics

X-ISM (Recommended)

It's no understatement that X-ISM Chun-Li deals absolutely absurd amounts of damage. Jump in HP, close standing HP \Rightarrow So Hakkei eliminates roughly 40% of your opponent's life bar. The addition of the X-ISM chain system also allows her to chain into crouching HP after her standing LP, which is highly useful when combined with Chun-Li's standing LP pressure against large characters (see Advanced Tactics). Moreover, the majority of the attacks Chun-Li loses when making the switch to X-ISM aren't very important to playing her in the first place.



A-ISM (Recommended)

Having access to a Level 1 and 2 Senretsū Kyaku gives Chun-Li a solid combo option after landing cross-up jumping LK. Additionally, her Level 2~3 Kiko Sho is a solid anti-air maneuver that helps her deal with overly aggressive opponents. The addition of air blocking and Alpha Counters doesn't hurt either, which are the main positives that A-ISM has over X-ISM.



V-ISM

The few Variable Combos Chun-Li has available to her are very difficult to land consistently. Moreover, the lack of Super Combos makes it difficult for her to deal damage off of her most used attack opening, which is her cross-up jumping LK.



CHUN-LI

CHUN-LI

Advanced Tactics

Standing LP Pressure

Chun-Li's standing LP is one of the fastest normal attacks in Street Fighter Alpha 3. It also bolsters a slight window of advantage after it when blocked. This allows a Chun-Li player to apply immense pressure by walking forward and repeatedly doing standing LP. If your opponent attempts to attack between each LP, you'll most likely score a Counter Hit, which can be linked after with crouching HK (or standing LP \Leftrightarrow crouching HP in X-ISM). This becomes especially effective when you occasionally walk forward and throw your opponent, making it difficult for them to tell whether or not you're going to throw or do another standing LP. Unfortunately, standing LP misses against most crouching characters, making it only effective against bigger personalities. Specifically, this tactic works against Birdie, Sodom, Dhalsim, Zangief, Cody, Sagat, and M. Bison.



Crouch Cancel Jumping HK

As mentioned in the Street Fighter Alpha 3 Essentials section, both the 1st and 2nd player interact with corners in different ways. If you happen to have the 1st player side, Chun-Li can perform an Infinite Combo (a combo that can be performed indefinitely until your opponent becomes dizzied). This combo is Counter Hit jumping LP (Crouch Cancel landing), Jumping HK (Crouch Cancel landing) x ∞ . The second player side may perform this combo too, however, once your opponent reaches the corner, it cannot be continued and must be ended with crouching MP \Leftrightarrow HK Tensho Kyaku. In either case, both combos inflict a world of hurt on your opponent, making it very much worth your while to fish for a Counter Hit jumping LP on occasion.



Combos

ISM Availability	Command Sequence
■ ■ ■ ■ ■	Crouching MP ⇒ HP Kiko Ken
■ ■ ■ ■ ■	Cross up LK, crouching MP ⇒ Tensho Kyaku
■ ■ ■ ■ ■	Cross up LK, standing LP x 2 ⇒ standing LK ⇒ Level 1~3 Senretsuo Kyaku
■ ■ ■ ■ ■	Cross up LK, standing LP x 2 ⇒ standing LK ⇒ HP So Hakkei
■ ■ ■ ■ ■	Jump in HP, close standing HP ⇒ HP So Hakkei
■ ■ ■ ■ ■	Standing LP x 3 X-ISM chained into crouching HP

Variable Combos

#1) Anti-Air

LP + LK activation, anti-air crouching HK ⇒ crouching LK, walk forward second then jump forward and juggle with (↓ + MK) x **N**.

#2) Corner

LP + LK activation, (HP Kiko Ken) x **N**.



CHUN-LI

CODY

Cody's Objective

Your objective when playing Cody is to corner your opponent. His LP Criminal Upper allows him to toss his opponent into the air and set up a myriad of aerial guessing games that can potentially net a lot of damage. These guessing games become far more powerful near a corner, increasing the damage capabilities of any of the combos he attempts on an airborne character. Additionally, the LP Criminal Upper causes less push back near corners, allowing Cody to pressure his opponent if it's blocked for a myriad of Guard Crushing patterns and mix-ups.

Special Attacks

ISM Availability	Name	Command
X A V	Stomach Blow	→ + MP
X A V	Crack Kick	→ + HK
X A V	Bad Stone	↵↵ → + Any Punch (hold P to delay)
A V	Fake Throw	↵↵ → + Select (hold Select to delay)
X A V	Ruffian Kick	↵↵ → + Any Kick
X A V	Criminal Upper	↵↵ ↵ + Any Punch
X A V	Bad Spray	← ↵ ↵ + Any Punch (reversal only)
X A V	Tokushu Kodo: Knife Hiroi	↵ + Any 2 Punch Buttons when near a knife
X A V	Tokushu Kodo: Knife Kogeki	When armed with Knife, press Any Punch (may be performed while jumping)
X A V	Tokushu Kodo: Knife Nage	When armed with Knife, ↵↵ → + Any Punch
X A V	Stomach Blow	→ + MP
X A V	Crack Kick	→ + HK

Super Combos

ISM Availability	Name	Command
X A	Final Destruction	↵↵ → ↵↵ → + Any Punch
A	Dead End Irony	↵↵ → ↵↵ → + Any Kick

X-ISM Final Destruction Commands

Command	Description
Any Attack Button x 4	Cody performs a 4 hit chain combo
Any Attack Button x 3 ⇨ + Attack	Cody performs a 4 hit chain combo that ends with a throw
Crouch, Any Attack Button	Cody performs a single crouching LP
Jump, Any Attack Button	Cody performs a jumping version of his Crack Kick



How to Accomplish Cody's Objective

Option 1: Establish Cody's mid-range offense

Control your opponent's ground movements by carefully applying pressure at mid-range. Standing MK, LK Ruffian Kicks, crouching HP, and LP Bad Stones should be your main tools at this distance. Although slow, standing MK has a generous amount of range and priority once it's fully extended. Hit this attack early when you anticipate any sort of aggressive maneuver. Crouching HP canceled into a LP Bad Stone is useful if you want to walk into attack range and stage an offense. If blocked, the Bad Stone pushes your opponent closer to the corner. If it happens to hit on a Counter Hit, the Bad Stone connects directly after the HP hits for a 2 hit air combo. Unfortunately, both standing MK and crouching HP are weak to players who evade attacks using foot games. To defend against this, the occasional LK Ruffian Kick (which must be blocked while crouching) may catch a standing opponent off guard if they're constantly walking backwards looking for attacks to evade. LP or MP Bad Stones are also effective against these types of players because they can't avoid the projectile through ground movement. It's also very difficult to jump over, so have little fear of attempts to leap over it. Its slow wind up makes it risky to do when your opponent is within attack range, so only throw them when they're not looking for it.



Option 2: Jump over one of your opponent's moves

Anticipate a ground attack and jump over it. If you guess correctly, come out of the jump with a late combo consisting of jumping HP, crouching HP ⇨ MK Ruffian Kick.



After the Ruffian Kick recovers, keep an eye out for quick recovery attempts, which can be punished on reaction. A connected MK Ruffian Kick launches your opponent very far across the screen, bringing you that much closer to the corner.

Basic Strategy

Offensive Notes

When defended against, Cody's LP Criminal Upper recovers well before your opponent leaves Blockstun. Unfortunately, this attack generally pushes your opponent too far away from you to make use of the advantage when blocked mid-screen. However, when performed near a corner, Cody is just close enough to take advantage of it. Furthermore, the Criminal Upper knocks your opponent into the air when it connects. After this, it's possible to set up a variety of aerial mix-up patterns. In a corner, these patterns can possibly lead to damaging air combos that keep your opponent in position for follow up attacks. Because of these positives, crouching LK \Rightarrow LP Criminal Upper is a commonly used combo that's very effective against cornered opponents. The following is a chart that illustrates the options available to you based on whether the combo hits or not.

Crouching LK \Rightarrow LP Criminal Upper



If it connects:



1 Jump straight up and perform an early LK. This beats your opponent's attempts to counter what they think is an air throw, which is usually dealt with by flipping out of the fall and attacking. If jumping LK connects, juggle with an early standing HP \Rightarrow HP Bad Stone when you land from the jump.



2 Jump straight up and throw your opponent. This counters your opponent's attempts to tech out of a fall and guard against jumping attacks.



If it's blocked:



1 Immediately perform crouching HP \Rightarrow LP Bad Stone. If crouching HP hits on a Counter Hit, the Bad Stone will juggle your opponent in the air for a 2 hit combo. If your opponent simply blocks, use the advantage after the blocked Bad Stone to perform a follow up attack consisting of either a LK Ruffian Kick or a jumping attack.



2 Walk up and throw your opponent. Works only if your opponent is afraid of your other options.



3 Walk up and perform crouching LK \Rightarrow LP Criminal Upper again. Beats hesitated attempts to stop what your enemy believes to be a throw.



Defensive Notes

Standing HP works against most jump in attempts from the front. It's possible to cancel it into a HP Bad Stone for a basic 2 hit anti-air combo. This attack has a tendency to lose to some higher priority jump attacks though, in which case use standing HK instead. It's also possible to use a crouching MP canceled into a HK Ruffian Kick as anti-air. Crouching MP only works against jumping moves that lack downward angles of attack, so use it with caution.



CODY

ISM Specifics

X-ISM (Recommended)

Cody benefits in a big way from X-ISM's variety of positives. The increased Guard Meter damage fortifies his LP Criminal Upper Guard Crush patterns near corners. The combination of the X-ISM chain system and the damage increase gives Cody one of the most flexible and damaging combos in Street Fighter Alpha 3 (crouching LP x 2 X-ISM chained into crouching HP ⇒ LK Ruffian Kick). The only thing holding X-ISM Cody back is his Final Destruction super, which is extremely difficult to effectively use.



A-ISM



Despite air blocking and Alpha Counters That are helpful for his defense, Cody gains very little from A-ISM. Even though his Level 1~3 Dead End Irony Super Combo gives him better combo options at close range, the meter usage is hardly worth the poor damage.

V-ISM (Recommended)

V-ISM Cody has a unique ability that no other character has. Against any attack that doesn't hit high or low, blocking normally initiates a dodge maneuver, causing the attack to pass directly through him. This helps him deal with a lot of attacks that give him difficulties at mid-range, namely projectiles. Moreover, Cody's basic anti-air and ground Variable Combos give him huge options to utilize against anticipated jumps and poorly calculated attacks. This more than makes up for his Super Combos, which are mostly lacking.



Advanced Tactics

Slice & Dice

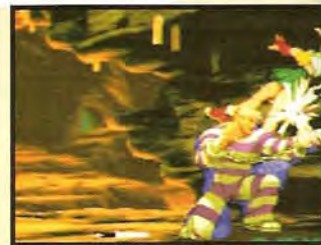
After picking up his Knife, Cody's punch attacks get a huge boost in range, speed and power. Additionally, not only do all of his knife-based attacks deal block damage but they happen to deal heavy Guard Meter damage as well. This boost in attributes allows you to apply a heavy amount of pressure at close range by simply walking forward and attacking with repeated Light Punches. The large amount of Guard Meter damage and life loss taken from simply blocking these attacks allows you to easily lure reversal attempts. If that weren't enough, if your opponent tries to attack in between each LP with a quick attack, you'll most likely score a Counter Hit, which can be verified and linked after with standing LP ⇒ MK Ruffian Kick. Toss an occasional throw into the mix and knife-wielding Cody becomes a monster at close range.



X-ISM Final Destruction

Cody's Final Destruction in X-ISM is much different than the A-ISM version. After activation, Cody goes into a mode that allows him to perform Final Fight style chain combos. Unfortunately, these chains are very difficult to land against a smart player because of the inability to throw your opponent while in Final Destruction mode. However, while in this mode, Cody is considered to be in a constant neutral state. This essentially means that any juggle started in this mode can be continued until Final Destruction wears off.

The situations for landing such a juggle are rare, but feasible. The main situation is after landing a Counter Hit anti-air jumping attack. When you land from the attack, Crouch Cancel your jump recovery into crouching MP ⇒ Final Destruction. After the super is activated, juggle with a semi early jumping HK. When you land juggle with crouching LP ⇒ standing LP, then another immediate jumping HK. Repeat this juggle until the Final Destruction attack period wears off.



Combos

Availability	Command Sequence
	Crouching LP x 2 ⇒ crouching LK ⇒ MK Ruffian Kick
	Jump in HP, crouching HP ⇒ LK Ruffian Kick
	Crouching LK ⇒ LP Criminal Upper
	While holding Knife, standing MP linked to standing LP ⇒ MK Ruffian Kick
	Counter Hit crouching HP ⇒ HP Bad Stone
	Crouching LP x 2 X-ISM chained into crouching HP ⇒ LK Ruffian Kick
	Crouching LP x 2 ⇒ crouching LK ⇒ Level 3 Final Destruction or Level 1-3 Dead End Irony
	Near corner, Counter Hit jumping LP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), standing HP ⇒ HK Ruffian Kick

Variable Combos

#1) Anti-Air

HP + HK activation, (crouching HP ⇒ MK Ruffian Kick (misses) ⇒ standing HP ⇒ MK Ruffian Kick (misses)) x . When corner is reached, change combo to (standing HP ⇒ LP Criminal Upper) x .

#2) Ground

LP + LK activation, crouching MP ⇒ MK Ruffian Kick ⇒ → + HK (misses) (crouching HP ⇒ MK Ruffian Kick (misses) ⇒ standing HP ⇒ MK Ruffian Kick (misses)) x . When corner is reach, change combo to (standing HP ⇒ LP Criminal Upper (misses)) x .



GODY

DAN

Dan's Objective

As a joke character intended for amusement, Dan is unfortunately one of the weakest characters in Street Fighter Alpha 3. His terrible combination of weak normal attacks, useless special attacks, and abysmal combos make it difficult to ever obtain the momentum of a match. However, despite these weaknesses, not all hope is lost for Dan. Like many of the weaker characters present, Dan can rely on defensive play and well placed Variable Combos to secure a victory. That being said, your objective when playing Dan is to lure your opponent into jumping towards you—a mistake Dan can capitalize on with his damaging anti-air Variable Combo.

Throws

Seoi Nage	← or → + Any 2 Punch Buttons
Otoko Nage	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Gado Ken	↘ ↘ + Any Punch
X A V	Koryu Ken	→ ↘ + Any Punch
X A V	Danku Kyaku	↘ ↘ + Any Kick
A V	Kuchu Danku Kyaku	While jumping, ↘ ↘ + Any Kick
X A V	Zenten Chohatsu	↘ ↘ + Select
X A V	Koten Chohatsu	↘ ↘ + Select
V	Saikyo-Ryu Bagyo	Block an attack, then press → + LP + MP + HP (may be performed while jumping)
X A V	Shagami Chohatsu	Press Select while crouching
X A V	Kuchu Chohatsu	Press Select while jumping

Super Combos

ISM Availability	Name	Command
A	Shinku Gado Ken	↘ ↘ ↘ + Any Punch
X A	Hissho Burai Ken	↘ ↘ ↘ + Any Kick
A	Koryu Rekka	↘ ↘ ↘ + Any Kick
A	Chohatsu Densetsu	↘ ↘ ↘ + Start
A	Chohatsu Shinwa	↘ ↘ ↘ + Start at Level 3
A	Zenten or Koten Chohatsu	↘ or ↘ + Any Punch or Kick during Chohatsu Shinwa



How to Accomplish Dan's Objective

Option 1: Establish Dan's mid-range offense

Dan doesn't have much to work with, so you need to have a "back to the basics" mentality in order to succeed with him. The goal is to pressure your opponent into jumping towards you in an effort to thwart your ground attack. Position yourself just outside of your opponent's maximum attack range and rapidly dance in and out of that distance. Against characters that rely on footwork, walk well into attack range and use crouching MK to catch your standing opponent walking backwards. Use crouching HK to punish any missed attacks that you bait through movement. Although it cannot be abused to any extent, you should periodically use standing MK in anticipation of an aggressive movement. It cleanly beats a low attack while covering the air for early jump attempts.



Basic Strategy

Offensive Notes

Crouching LP linked into another crouching LP is Dan's only real attack opening. The link itself is difficult to perform consistently, but it does cancel into his Level 2~3 Koryu Rekka for solid damage. It's also possible to cancel this attack into a HP Gado Ken for a 3 hit combo, but the Gado Ken has a massive recovery period that leaves Dan vulnerable to attack when it hits. However, he's usually pushed too far away for your enemy to take advantage of it. Near corners, this combo cannot be performed without taking severe damage in return. Keep this in mind when mounting a close range attack. The following illustration shows how to best use crouching LP x 2 depending on whether it hits or not.

Crouching LP x 2



If it connects:



Cancel it into a HP Gado Ken or Level 2~3 Koryu Rekka.



If it's blocked:



Walk forward and throw your opponent. Works only when your opponent is afraid of an immediate follow up attack after crouching LP x 2.



Perform an immediate standing HP. Connects on a Counter Hit if your opponent tries to attack after crouching LP x 2. Deals massive Guard Meter damage of blocked as well.



Walk up and perform crouching LP. If it connects on a Counter Hit, link crouching HK afterwards. Beats your opponent's attempts to counter what they think is a throw.



Jump forward and perform a cross-up MK. If it hits, link crouching LP x 2 afterwards. If it doesn't hit, use the advantage to stage another close range guessing game.



Defensive Notes

Surprisingly, Dan's Saikyo-Ryu Bogyo is fantastic for getting your opponent away from you in tight situations. It pushes your opponent across the screen, giving you a little breathing room when you need it. This is incredibly useful to V-ISM Dan because of the necessity to play defensively in order to build Super Meter. Concerning anti-air, Dan's options are few and far between. Most of the time, you will have to rely on standing LP to keep your opponent off of you. If you're looking for more damage, crouching HP works reasonably well, but it tends to trade hits often. A Level 2~3 Shinku Gado Ken has enough invulnerability to work as anti-air as well.



ISM Specifics

X-ISM

The Hisho Burai Ken is easily Dan's least useful Super Combo. Unlike the Koryu Rekka, it can't be canceled into from crouching LP x 2. Because of this, limiting Dan to only this Super Combo makes it impossible for him to make a comeback when he needs to. Additionally, he doesn't have Rapid Fire Light Attack Chains, so he can't use the X-ISM chain system to any extent to help his poor combo ability.



A A-ISM

Dan's Level 2~3 Koryu Rekka can be canceled into after crouching LP x 2. At Level 3, the Koryu Rekka has decent range and deals over 50% damage on impact. Additionally, the Level 2~3 version of the Shinku Gado Ken can be used as an anti-air maneuver. Regrettably, even these positives may not be enough to rule out Dan's need for Variable Combos.



V V-ISM (Recommended)

Selecting Dan in the first place automatically cripples your chances of victory. If you absolutely must pick him, the only way to make up for his inherent weaknesses is to give Dan the means to deal big damage when needed. Variable Combos offer him that solution, handing him the opportunity to capitalize on Guard Breaks, projectiles, and poorly placed jumps in a big way.



Advanced Tactics **Meter Building Techniques**

Aside from whiffing throws, it's possible to rapidly perform Dan's LK Danku Kyaku very low to the ground while jumping backwards in order to build Super Meter. This is done by inputting the motion $\downarrow \leftarrow \leftarrow \leftarrow + \text{LK}$. When done correctly, Dan should barely hop off of the ground while flying backwards. Perform this technique many times in succession after knocking your opponent down to quickly create the Super Meter that Dan so desperately needs.



Combos

ISM Availability	Command Sequence
■ ■ ■ ■ ■	Cross up MK, crouching LP linked into crouching LP ⇒ HP Gado Ken
■ ■ ■ ■ ■	Close standing MP ⇒ HP Koryu Ken
■ ■ ■ ■ ■	Cross up MK, crouching LP linked into crouching LP ⇒ Level 2~3 Koryu Rekka
■ ■ ■ ■ ■	Jump in HK, crouching HP ⇒ Level 3 Koryu Rekka

Variable Combos

#1) Anti-Air

HP + HK activation, LP Koryu Ken ⇒ standing HK ⇒ semi late
 MK Danku Kyaku ⇒ (LK Danku Kyaku) x **N**. When you reach
 corner, change combo to (standing HK ⇒ HP Gado Ken) x **N**.
 When meter drops below 20%, end combo with crouching MP ⇒
 HP Koryu Ken.

#2) Corner

LP + LK activation, (HP Gado Ken) x **N**.



DAN

DHALSIM

Dhalsim's Objective

The master of long-range combat, Dhalsim's focus is keeping an opponent away from him. Carefully whittle away at your opponent's life bar by anticipating jumps and punishing them while also countering your enemy's attempts to thwart Dhalsim's long attacks. Through careful play and positioning, your objective is to eventually corner your opponent. Once your opponent's back is to the wall their options to avoid your long-range offense become limited. Crush their hopes of escape and pressure them into making mistakes!

Throws

Yoga Smash	← or → + Any 2 Punch Buttons
Yoga Throw	← or → + Any 2 Kick Buttons
Yoga Trip	While jumping ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Yoga Fire	↗ + Any Punch
X A V	Yoga Flame	↗ + Any Punch (↗ + Any Punch in X-ISM)
X A V	Yoga Blast	↗ + Any Kick (↗ + Any Kick in X-ISM)
A V	Yoga Escape	← + Any Kick (reversal only)
X	Yoga Teleport	↗ or ← + LP + MP + HP or LK + MK + HK
A V	Yoga Teleport	↗ or ← + LP + MP + HP or LK + MK + HK (may be performed while jumping)
A	Yoga Shock	← + LP, hold LP until you attack
A V	Yoga Palm	→ + LP
X A V	Drill Zutsuki	While jumping, ↓ + HP
X A V	Drill Kick	While jumping, ↓ + Kick
A V	Kuchu Chohatsu	While jumping, press Start

Super Combos

ISM Availability	Name	Command
X	Yoga Tempest	↗ + Any Punch
A	Yoga Inferno	↗ + Any Punch
A	Yoga Strike	↗ + Any Kick
A	Yoga Stream	↗ + Any Punch



How to Accomplish Dhalsim's Objective

Option 1: Establish Dhalsim's long-range offense.

Your attack strategy with Dhalsim should change depending on how your opponent reacts to the situations you present to them. The following is a list of the measures to take depending on whether or not your enemy is looking to counter your attack.



If your opponent is playing passively, apply pressure on the ground using standing MP, crouching MP, or standing HP. Standing MP is the safest of these options, which recovers very quickly after its release. Use it liberally whenever you're in range.



Make use of crouching MP as a means to hit a standing opponent if they're moving around. Standing HP is useful for punishing any moves your opponent might miss at this distance. It also deals a hefty amount of Guard Meter damage; so don't be afraid to use it if your opponent is playing defensively.

If you believe your opponent is trying to beat one of your extended limbs with a normal attack or a reversal-style special move (like Ryu's LP Shoryu Ken), throw a LP Yoga Fire. Walk behind the projectile and attack after your opponent blocks it to work their Guard Meter. Standing HP is the preferred follow up in this situation. Throwing a LP Yoga Fire and traveling behind it is also the preferred way to safely move forward and push your opponent backwards.



If you believe your opponent wants to jump, standing MK and standing HK are the attacks to use. The more afraid your opponent is of these two options the easier it will be to push them towards a corner. Standing MK is the safer of the two options because of its speed and recovery. Standing HK deals massive damage and covers more area, but its slow start up requires you to do a little "pre-reading" and must be performed just before your opponent jumps.



If your enemy is applying pressure with projectiles, use Yoga Fires to nullify them (perform a quick Drill Zutsuki (↓ + HP while jumping) to fly over and punish the projectile. Crouching HP can also be used to crouch under and punish some projectiles, which is extremely helpful versus M. Bison and Charlie.



Basic Strategy

Offensive Notes

Dhalsim's limbs in A-ISM or V-ISM come in two flavors, short range and long-range. Long-range attacks happen inherently with every button press, while short-range attacks are executed by holding ← (↵ for crouching moves) when you initiate the move. Since no other character is played in this manner, take the time to learn how to swiftly switch between these attacks when your positioning calls for it. In regards to X-ISM, Dhalsim's short-range limbs automatically initiate whenever you press an attack button near your opponent. This makes his limbs easier to handle, but it disables his ability to use close or long-range limbs at whatever distance.



When near your opponent, Dhalsim's close range crouching LP is useful for Counter Hit setups. While your fallen foe is rising from a knockdown, perform an early ↵ + LP to meet them as they stand up. After you recover from the LP, perform a Punch throw or ↵ + HP. If ↵ + HP connects on a Counter Hit, react to the hit and cancel into a LP Yoga Flame (LK Yoga Blast in corners). If your opponent happens to attack on wake up (expecting a throw), the crouching LP connects on a Counter Hit, allowing the ↵ + HP to link afterwards. Cancel ↵ + HP into a HP Yoga Fire if you see it link.



Another important close range option in A-ISM or V-ISM is Dhalsim's LK slide (↓ + LK). Despite the LK slide leaving you at a slight disadvantage when it connects so close to your opponent, the disadvantage isn't long enough to leave you vulnerable to a combo. Moreover, any attempt to use the disadvantage to beat you to your next attack can be countered by canceling the LK slide into a Yoga Fire. Knowing this, perform repeated LK slides back to back when you are near your opponent. When you anticipate that your opponent might try to attack after one of the slides, cancel the slide into a LP Yoga Fire. When your enemy is afraid to attack altogether, immediately initiate a Punch throw when you recover to punish their attempt to take a defensive stance.



Defensive Notes

Standing LP is Dhalsim's main anti-air option. In cases where you believe it's going to connect on a Counter Hit, cancel it into a LP Yoga Blast. A standalone LK Yoga Blast works as well, but it must be performed early in order to catch a jump. Against characters jumping towards you from slightly further away than normal, straight up jumping MP (long range version) works exceptionally well. Finally, X-ISM Dhalsim's Yoga Tempest connects for full damage when used as anti-air. This is his most damaging anti-air option, so learn to perform the complicated command whenever it's needed.



DHALSIM

ISM Specifics

X-ISM (Recommended)

Dhalsim's X-ISM Yoga Fire gets an upgrade. All versions of the Yoga Fire do not dissipate after traveling a set distance, unlike A and V-ISM. Additionally, the LP version of his Yoga Fire knocks down. Dhalsim also gains the Yoga Tempest, which is a variant of the Yoga Inferno. Although it deals less overall damage than the Yoga Inferno, it connects for full damage when used as anti-air, which is something the Yoga Inferno is lacking. The only drawback that X-ISM Dhalsim has is the absence of his Yoga Escape maneuver. This is a huge disadvantage to shoulder when dealing with V-ism's Variable Combos (see Advanced Tactics).



A-ISM (Recommended)

The Yoga Stream and Yoga Inferno are both useful for combos. The Yoga Stream at any level can be canceled into from Light attacks, which is helpful in regards to linking into it off of successful Counter Hits. The addition of Alpha Counters may also be useful for getting your opponent off of you if they manage to breach your long-range attack plan.



V-ISM (Recommended)

Difficult to master, but always a threat, V-ISM Dhalsim has what it takes to be a contender. He has all the Variable Combo types he needs to succeed. His only drawback is that many of his Variable Combos are difficult to perform and often require precise positioning. Spend a little time in Training Mode to solidify your technique.



Advanced Tactics

Canceling Slides Correctly

The real strength of Dhalsim's slide attacks is that they can be canceled at different points during their recovery. The cancel timing on the LK version is early, just as it hits your opponent. The MK version can be cancelled much later during its recovery well after it hits. When it comes to the HK version, it can only be canceled just before it fully recovers, which is very late. In regards to the MK and HK versions of the slide, the ability to cancel their recovery so late allows you to counter attempts to punish their heavy recovery periods when done at close range. Master the cancel timing on these attacks to solidify the only worthwhile close range options Dhalsim has.



Slide Cancellation Trap

When your opponent is cornered, perform a MK slide that hits as late as possible. After the slide is blocked, perform another MK Slide and continue to do them back-to-back. If you anticipate your opponent is going to try and jump after they block one of the slides, cancel the slide into a LP Yoga Flame, which will catch your opponent as they leave the ground. This basic attack plan quickly eradicates your opponent's Guard Meter, pressuring them to perform a reversal. Anticipate the reversal attempt and block it to earn a combo.



Using Yoga Escape Effectively

Dhalsim's Yoga Escape enables him to teleport out of any sort of airborne state where he's on the defensive. This includes aerial Blockstun and any state where he's normally vulnerable to juggle combos. This is highly useful for escaping a variety of combos that every other character has no choice but to get hit by. Counter Hit combos for instance are easily dealt with using the Yoga Escape. For example, if a Cammy player connects a Counter Hit standing HP against you they will most likely cancel it into a Hooligan Combo for big damage. You can react to the Counter Hit and simply perform a Yoga Escape to avoid the Hooligan Combination's follow up throw altogether.



Escaping Counter Hit combos is not the only thing it's good for. The most useful aspect of the Yoga Escape is its ability to allow Dhalsim to avoid juggle-based Variable Combos. V-ISM and A-ISM Dhalsim can escape from any type of anti-air Variable Combo, completely avoiding the majority of the hits. This makes Dhalsim a direct counter to V-ISM characters, which is a massive edge to have considering V-ISM is largely the most effective mode choice for most characters.



It's important to note that this is by no means a completely free escape from the Variable Combo. The Yoga Escape has a small window of recovery at the end of it that leaves Dhalsim vulnerable to attack. This window is extremely small and difficult to punish, but it is there. If your opponent anticipates the Yoga Escape, it's possible for them to change their attack mid-combo to prepare for it and punish its recovery. This is, of course, extremely difficult to do even when they know it's coming. They'll also have to compensate for another Yoga Escape if you choose to perform it after they hit you again. Vary the timing on your escape attempts to throw off your enemy's ability to compensate!



Combos

ISM Availability	Command Sequence
Y A V	↖ + HP or ↘ + LK ⇒ LP Yoga Fire
Y A V	Counter Hit anti-air standing LP ⇒ LP Yoga Blast
A	↖ + HP or ↘ + LK ⇒ Level 1~3 Yoga Inferno

Variable Combos

#1) Anti-Air

LP + LK activation, Standing LP ⇒ LP Yoga Blast ⇒ HP Yoga Fire ⇒ (Yoga Teleport (⇒ ↖ + LK + MK + HK) ⇒ HP Yoga Fire) x **N**. When corner is reached, change combo to (standing HK ⇒ HP Yoga Fire) x **N**.

#2) Ground

LP + LK activation, crouching LK ⇒ MP Yoga Fire ⇒ standing HK ⇒ (Yoga Teleport (⇒ ↖ + LK + MK + HK) ⇒ HP Yoga Fire) x **N**. When corner is reached, change combo to (standing HK ⇒ HP Yoga Fire) x **N**.

#3) Corner / Guard Break

LP + LK activation, (↘ + LK ⇒ LP Yoga Fire) x **N**. When Super Meter drops below 20%, end combo with HP Yoga Fire ⇒ standing LP ⇒ HP Yoga Flame.



DHALSIM

E. HONDA

E. Honda's Objective

Defensive in nature, an E. Honda player's game plan should be to pressure an opponent into jumping towards him. By cautiously utilizing his Super Zutsuki to control an enemy's ground movements, they have no choice but to eventually commit to risky actions in order to get close to you. Take advantage of these moments and punish jump attempts with a Variable Combo or E. Honda's various anti-air attacks.

Throws

Tawara Nage	← or → + Any 2 Punch Buttons
Saba Ori	← or → + Any 2 Kick Buttons
Tsuriyane Nage	While Jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Flying Sumo Press	While jumping, press MK (→ + MK in X-ISM)
X A V	Hiza-geri	→ + MK (← or → + MK in X-ISM)
X A V	Harai-geri	→ + HK (← or → + HK in X-ISM)
X A V	Hyakuretsu Harite	Press any Punch rapidly
X A V	Super Zutsuki	Charge ← → + Any Punch
X A V	Super Hyakkan Otoshi	Charge → → + Any Kick
X A V	Oicho Nage	Rotate 360 + Any Punch

Super Combos

ISM Availability	Name	Command
X A	Oni Muso	Charge ← → → + Any Punch
A	Fuji Oroshi	Charge ← → → + Any Kick
A	Orochi Kudaki	Rotate 720 + any Punch (Level 3 only)



How to Accomplish E. Honda's Objective

Option 1: Establish E. Honda's mid-range offense

E. Honda's crouching HP, crouching LP, Super Zutsuki, and the Harai-geri (→ + HK) are the main methods of attack at this distance. Crouching HP is an all-purpose what punisher. Use it in any situation where your opponent accidentally misses a move in front of you. Utilize the HP Super Zutsuki mainly as a means to beat moves that hit low and to attack from afar. Crouching LP is used to cover the gaps between each Super Zutsuki while keeping a charge. Strangely, it has a decent amount of priority for a Light attack; often enabling it to beat slower normal attacks cleanly. The Harai-geri has incredible range, making it extremely useful for catching your opponent standing if he's trying to walk backwards in order to avoid your attacks.

It's important to note that E. Honda's biggest problem is his inability to deal with projectiles effectively. If your opponent is heavily reliant on projectiles to keep you away, it's possible to perform a HK Super Hyakkan Otoshi to fly through and punish projectiles. This must be performed extremely early. Honda's anti-projectile Variable Combo (see Variable Combo section) is also highly useful for dealing with projectiles at this distance, so consider using it if you have the reaction time to do so.



Basic Strategy

Offensive Notes

Honda's Oicho Nage is the best thing going for him at close range. Despite not having any amazing combos to utilize in combination with it, Honda has a few basic Counter Hit combos that start off of the same moves used for Oicho Nage setups. For example, walk up to your fallen foe and perform an early crouching LK to meet them as they stand up. After you recover, initiate either a HP Oicho Nage or a crouching LK followed by a crouching HK. If crouching LK connects on a Counter Hit, the following crouching HK links for a 2 hit combo.



After the Oicho Nage finishes pummeling your opponent, Honda is left directly next to them. This is the perfect distance to jump forward and go for a cross-up Flying Sumo Press (Jumping MK, or Δ + MK in X-ISM). After the initial jump, performing the Flying Sumo Press at different points during his descent causes it to hit your opponent from the front or back. This can confuse the opposing player. When they try to block it, it forces them to guess whether or not they should block normally or the opposite direction. To perform a Flying Sumo Press that hits from the front, initiate it early during the jump, *before* you pass over your opponent's head. In cases where you want it to hit them in the back, perform the Flying Sumo Press after you pass over your adversary's head. Regardless of whether or not the cross-up hits, use the advantage after you land from the jump to stage an attack. The following attack tree illustrates the options available to you depending on whether or not the Flying Sumo Press connects.

Cross-up Flying Sumo Press



If it connects:



Link an immediate crouching HK when you land. This combo isn't possible if you land the cross-up that hits the front of your opponent. After you recover, jump forward and perform another cross-up Flying Sumo Press to meet your opponent as they stand up.



If it's blocked:



After you land from the jump, perform a HP Oicho Nage. After you recover, jump forward and perform another cross-up Flying Sumo Press to meet your opponent as they stand up.



When you land, perform a crouching LK while charging Δ . This often connects on a Counter Hit if your opponent tries to counter an Oicho Nage, in which case link crouching LK \Rightarrow HP Super Zutsuki afterwards. If crouching LK is blocked, perform either an immediate HP Oicho Nage or crouching LK \Rightarrow HP Super Zutsuki.



After you land, jump forward again and go for another cross-up Flying Sumo Press. This option may catch an opponent who tries to perform an attack after you land from the Flying Sumo Press. This also counters your enemy's attempts to jump away from the Oicho Nage.



HONDA

Defensive Notes

In regards to wake up situations, E. Honda's Super Hyakkan Otoshi works wonders as a reversal. Its initial wind up time is a little slow, but in most cases it's fast enough to catch whatever your adversary tries to do as you stand up. When dealing with jumps, standing HK should be your anti-air of choice for frontal jump in attempts. It must be performed early to be effective, so use it with caution. Standing HP also works if performed a little early, but it tends to trade hits with high priority jumping attacks. A late HP Super Zutsuki is also a viable anti-air option. Although it's possible to air block this move, Honda is safe from punishment when he recovers. Finally, a level 1~3 Oni Muso has enough priority to blow through most jumping attacks. The damage is usually poor though, so use it at your own discretion.



ISM Specifics

X-ISM

Unfortunately, X-ISM Honda loses his standing HP, which is quite possibly his only worthwhile anti-air option outside of Special Attacks and Super Combos. He also loses the powerful Orochi Kudaki, which is one of the few close range options at Honda's disposal that's actually threatening. If the aforementioned wasn't enough, the lack of air blocking makes it extremely difficult for Honda to play defensively.



A-ISM

The Orochi Kudaki is highly valuable to Honda in those rare occasions where he establishes close range. It inflicts massive damage while sporting enough invulnerability to beat almost anything your opponent attempts to use to counter it. It's also worth noting that his Oni Muso Super Combo works as anti-air at any level. Unfortunately, it deals abysmal damage if it hits a jumping opponent.



V-ISM (Recommended)

E. Honda's easy to perform anti-air VC (#1) is his most damaging anti-air option. The threat of this combo compliments his game plan well, which is very difficult to implement without an anti-air option of this magnitude. Variable Combos also give him a powerful answer to projectiles, which can potentially decimate Honda's ability control his opponent's ground movements.



Advanced Tactics

Oicho Nage Anti-Jump Defense

E. Honda's Oicho Nage recovers quickly if your opponent isn't in range to be grabbed. It recovers so quickly, in fact, that if your adversary happens to jump in an attempt to avoid the throw, the Oicho Nage recovers just as your opponent reaches the peak of their jump. Since you recover well before they land, a safe way to counter these jump attempts is to simply press HP shortly after you initiate the Oicho Nage. This immediately performs an anti-air standing HP any time the Oicho Nage while slapping your opponent out of the air if they try to escape from E. Honda's grasp.



Combos

ISM Availability	Command Sequence
⚡△▽	Jump in HK, crouching LK ⇒ Super Zutsuki
⚡△	Jump in HK, crouching LK ⇒ Level 2~3 Oni Muso
△	Jump in HK, crouching LK ⇒ Level 1~3 Fuji Oroshi
△	Counter Hit crouching LK, linked into crouching LK ⇒ Level 1~3 Fuji Oroshi.
⚡△▽	Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), close standing HP

Variable Combos

#1) Anti-Air

HP + HK activation, close standing HK (2 hits) ⇒ crouching HK (misses) ⇒ (HP Super Zutsuki) x **M**. When Super Meter drops below 20%, end combo with Super Hyakkan Otoshi (misses), then an off-the-ground HP Oicho Nage.

#2) Anti-Projectile

HP + HK activation, (HP Super Zutsuki) x **M**. When Super Meter drops below 20%, end combo with Super Hyakkan Otoshi (misses), then an off-the-ground HP Oicho Nage.

#3) Corner Ooichou Nage OTG VC

HP + HK activation, perform a HP Oicho Nage, the second you recover from the throw, perform another HP Oicho Nage to pick your opponent up off of the ground. Repeat until meter is depleted.



E. HONDA

GEN

Gen's Objective

Your goal when playing Gen is to establish close range. Although his variable stances allow him to be played in a variety of ways, Gen's strength lies within his close range abilities. His array of damaging combos and confusing attack options make him a viable threat when he's directly next to his adversary.



Special Attacks

Stance Notes

Gen has two entirely different stances available to him in A and V-ISM. These stances come packed with completely different normal and special attack move sets. X-ISM Gen, however, does not have these two separate stances. Instead, he has a specific combination of attacks gathered from both his So-ryu and Ki-ryu stances.

Ansatsu Ken: So-ryu (Press PPP at any time)

ISM Availability	Name	Command
X A V	Hyakurenko	Press Any Punch rapidly
X A V	Gekiro	→, ↓, ↘ + Any Kick, press kick 7 more times after the initial hit for additional hits.

Super Combos

ISM Availability	Name	Command
X A	Zan'ei	↓↘→↓↘→ + Any Punch
A	Shitenshu	↓↘→↓↘→ + Any Punch

Gen's Alpha Chains

Gen's So-ryu stance has the unique ability to cancel normal attacks directly into each other. This allows you perform lengthy chain combos that consist of a flurry of normal attacks. The limitations to these chains are based on attack strengths. He cannot chain stronger attacks into weaker attacks. He can, however, chain the same strength of attack into another, as long as it's a Punch button to a Kick button.



Ansatsu Ken: Ki-ryu (Press KKK at any time)

ISM Availability	Name	Command
X A V	Jasen	Charge ←, → + Any Punch
A V	Shakudan	While jumping, press HK twice (first HK must hit)
A V	Ouga	Charge ↓, ↘ or ↗ + Any Kick

Super Combos

ISM Availability	Name	Command
A	Koga	While jumping, ↓↘←↓↘← + Any Kick
A	Jakoha	↓↘→↓↘→ + Any Kick

Oga Options

Command	Action
After reaching wall, →	Initiates a leaping jump kick towards opponent.
After reaching wall, ←	Cancels wall attack, causing Gen to drop to the ground.
After reaching wall, ↑	Moves Gen to the ceiling after wall bounce.
After reaching ceiling, ↑	Cancels ceiling attack.
After reaching ceiling, ←	Gen performs a dive kick to the left.
After reaching ceiling, →	Gen performs a dive kick to the right.
After reaching ceiling, ↓	Gen performs a dove kick downwards.

Koga Options

Command	Action
LK	Gen jumps towards left wall.
MK	Gen jumps to the ceiling.
HK	Gen jumps towards right wall.
After reaching wall, HK	Gen performs long jump kick towards opponent.
After reaching ceiling, LK	Gen performs a dive kick to the left.
After reaching ceiling, HK	Gen performs a dive kick to the right.

How to Accomplish Gen's Objective

Option 1: Establish Gen's mid-range offense

Gen has a very strong set of mid-range normal attacks while in his So-ryu stance. Specifically, crouching MK, crouching HP, and crouching HK will be the most used normal attacks. Use crouching HP as your main all-purpose poke when attacking in general. Not only is its speed and recovery good, but it also tends to catch early jump attempts before they leave the ground. Use crouching HK and crouching MK as a means for punishing missed moves at this distance. Scoring a crouching HK earns a ticket to the close range position you should strive for. Crouching MK can be buffered, so if you have the meter, cancel it into a level 3 Zan'ei to punish mistakes for big damage.



Option 2: Jump over one of your opponent's moves

Anticipate a ground attack and jump over it. If you guess correctly and your opponent does an attack, come out of the jump with an attack and link a combo afterwards. If they don't attack (and they don't counter your jump), come out of the jump with a late jump attack. After you land, go for any basic throw or combo mix up and stage an attack.



Basic Strategy

Offensive Notes

Gen's basic close range options yield plenty of flexibility and damage. This is especially apparent in regards to his So-ryu stance, which gives you ability to perform high damage chain combos. Gen's most used combo in this stance is crouching LK x 2 ⇒ crouching MK ⇒ crouching HP. Since this combo starts off of a verifiable opening (crouching LK x 2), it's useful to stop the combo after the first two hits if it doesn't connect in order to stage secondary attacks. The following section illustrates the options available to you depending on whether or not crouching LK x 2 hits.

Crouching LK x 2



If it connects:



Chain the second hit into crouching MK ⇒ crouching HP.



Chain the second hit into crouching MK ⇒ Level 3 Zan'ei.



If it's blocked:



Walk up and throw your opponent. Works only when your opponent is afraid of every other option.



Walk up crouching LK ⇒ crouching MK ⇒ crouching HP. Beats your opponent's early attempts to stop what the believe to be a throw.



Switch to Ki-ryu stance and perform standing MP. May catch your opponent off guard if they're expecting a low attack.



Immediately jump forward and go for a cross up MK. May catch your opponent off guard if they're expecting any of your other options.



GEN

Defensive Notes

While in Gen's So-ryu stance, HK Gekiro should be your main anti-air of choice. Outside of that, your only other anti-air option is jumping MP. While in Ki-ryu, crouching HK is your most used anti-air attack. Interestingly enough, if crouching HK hits normally against a jumping player, juggle your opponent with a Level 3 Jakoha after you recover from the kick. The timing on this combo is difficult, but it is worth learning for the extra damage. Juggling with the Jakoha in this manner is also possible after landing a forward jumping Shakudan (jumping HK x 2) against an airborne opponent. Also keep a standalone Jakoha in mind in cases where your opponent can flip out and block. The Jakoha grabs an opponent regardless of the state they are in, so it will always work as anti-air whether they flip out of a fall or not.

ISM Specifics

X-ISM

Gen's most devastating capabilities stem from his unique stances and damaging Super Combos. In X-ISM, he loses out in both of these categories by not having the ability to change stances. Instead, he has a select list of moves gathered from both stances. The end result is a version of Gen that's missing a large list of attacks that are very important when playing him.



A-ISM (Recommended)

A-ISM is the clear winner in mode choices. With access to both of his unique stances and a large variety of damaging Super Combos, A-ISM Gen is a force to be reckoned with. Use his unique stances in combination with each other to form a solid offense.



V-ISM

Gen doesn't have a single useful Variable Combo at his disposal. The only one available is almost impossible to realistically perform in a match. It is highly recommended that you avoid V-ISM as your mode choice when using Gen.



Advanced Tactics

So-ryu Standing LP Pressure

Similar to Rolento, Gen's So-ryu stance standing LP cannot be crouched under. This property, in combination with the large amount of advantage that you gain after LP is blocked, allows you to pressure your opponent by walking forward and repeatedly using LP. If your opponent attempts to attack in-between each LP, the LP lands on a Counter Hit. It's possible to verify the Counter Hit and link crouching LK → crouching MK → Level 2~3 Zan'ei afterwards. Additionally, this strategy becomes more effective when you try an occasional walk up throw. Doing so can scare your opponent into attempting a counter attack between each LP, which nets more Counter Hits for your offense.



Koga Tactics

Although it seems like it isn't initially very useful, the Level 3 version of the Koga Super Combo has two interesting applications. On start up, the Level 3 version has an extremely long invulnerability window. This enables it to pass through and beat your adversary's anti-air maneuvers if it is done just after they commit to the attack. Additionally, not only is it considered an overhead attack, but also the Level 3 version of the Koga freezes time momentarily when it initially starts to move. If done very close to the ground against an opponent guarding low, the time freeze effect keeps your opponent locked in the crouching position, disabling their ability to block high. Since most combos start off of low attacks, doing this attack just as you leave the ground is useful in wake up situations as a high hitting option that is impossible to react to. To perform this move as close to the ground as possible, input the command ↓↘↙ + HK. Use it as a guaranteed round ender when your opponent is low on life.



Using Stances in Unison

Gen's play style is most effective when you're able to switch between stances efficiently. In regards to this subject, it's helpful to know that you can switch stances while you're in the middle of an attack. In short, this enables you to utilize attacks from an alternate stance right after recovering from an attack. There are several situations where this is highly useful. The following is a list of example patterns that utilize stance changes effectively.

(So-ryu) Crouching LK x 2 ⇨ Crouching MK ⇨ Crouching HP ⇨ Ki-ryu

Normally, it's very difficult to follow up after Gen's most used combo with an attack. This is due to the great length this combo pushes his opponent away from him. By switching to Gen's Ki-ryu stance just before the combo ends, it is possible to utilize Gen's Jasen or Oga as a means to follow up after the combo. This is performed by pressing LK + MK + HK just as crouching HP connects. After you recover from the crouching HP, immediately perform a LP Jasen for a surprise follow up attack. When your opponent is afraid of the LP Jasen follow up, come out of Gen's chain with the Oga maneuver instead to further confuse them. Mix up between the Oga's different wall bounces to bait anti-airs and thoroughly confuse your opponent's defense.



(Ki-ryu) Standing MP ⇨ (So-ryu) HP Hyakurenko

Gen's Ki-ryu standing MP is a long reaching 2 hit overhead attack. Although safe to punishment, this attack leaves you at a slight disadvantage after it hits. However, despite the disadvantage, Gen's Hyakurenko is so fast on start up that it can beat most counter attacks if done directly after standing MP. This is done by pressing LP + MP + HP during the Ki-ryu standing MP, then pressing HP rapidly to immediately perform the Hyakurenko after you recover. Once your opponent is afraid to attack after the standing MP, feel free to mix in a throw to break through their defense.



(Ki-ryu) Jump in Shakudan (Jumping HK x 2) ⇨ (So-ryu) Crouching LK x 2 ⇨ Crouching MK...

Against taller characters, it's feasible to land both hits of Gen's Shakudan against a standing opponent. Additionally, by switching to the So-ryu stance while in the middle of the Shakudan, it's possible to land and link into any of Gen's So-ryu ground chains.



Combos

So-ryu Stance Only

ISM Availability	Command Sequence
A	Cross up jumping MK, crouching LK x 2 ⇨ crouching MK ⇨ crouching HP or Level 2~3 Zan'ei.
A V	Crouching MK ⇨ crouching HP ⇨ standing HK
A	Crouching MK ⇨ Level 1~3 Shitenshu

Ki-ryu Stance Only

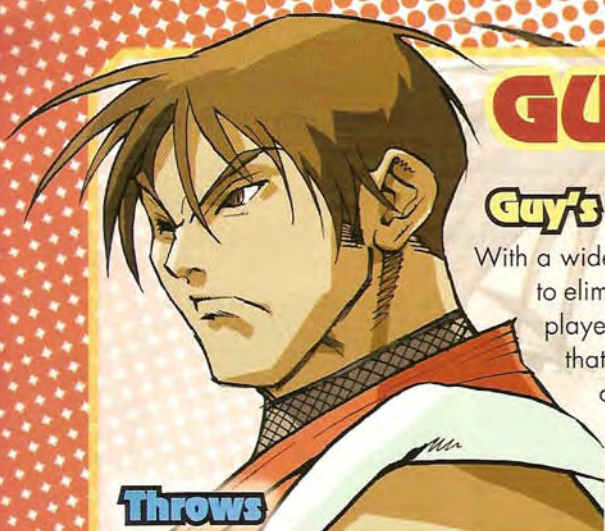
ISM Availability	Command Sequence
A V	Crouching LP ⇨ HP Jasen.
A	Jump in HP or HK x 2, standing LP x 1~2 ⇨ crouching LK ⇨ Level 1~3 Jakoha. Level 1 Jakoha only connects near a corner.
A	Anti-air crouching MP ⇨ Level 1~3 Jakoha.
A	Punch or Kick throw near a corner, juggle with a Level 2~3 Jakoha

X-ISM Only

Command Sequence
Crouching LK x 3, X-ISM chained into crouching HP.
Crouching LK x 3 ⇨ Zan'ei.



GEN



GUY

Guy's Objective

With a wide range of special attacks designed to help his mobility, and his uncanny ability to eliminate 80% of his opponent's life bar off of a verifiable hit, the objective for a Guy player is to establish close range. Although he lacks the ease of use and consistency that other characters have, in the right hands, few characters can secure a round off of a verifiable hit like Guy can.

Throws

Seoi Nage	← or → + Any 2 Punch Buttons
Tsukami Nage	← or → + Any 2 Kick Buttons
Bushin-ryu Seoi Nage	→ ↘ ↙ ← + MP or HP during Tsukami Nage
Izuna Otoshi	While jumping ← or → + Any 2 Punch Buttons

Bushin Chains

ISM Availability	Command
X A V	When close, LP → MP → HP → HK
X A V	MP → HP
X	When close, LP → MP → HP → ↓ + HK

Special Attacks

ISM Availability	Name	Command
X A V	Hiji Otoshi	While jumping, ↓ + MP
X A V	Kubi Kudaki	→ + MP
X A V	Kamaitachi	↘ + HK
X A V	Bushin Flip	↓ ↘ → + Any Punch
X A V	Bushin Izuna Otoshi	During Bushin Flip, press Punch near opponent
X A V	Izuna no Hiji Otoshi	During Bushin Flip, Press Punch
X A V	Houzanto	↓ ↘ ← + Any Punch
X A V	Bushin Senpu Kyaku	↓ ↘ ← + Any Kick
X A V	Hayagake	↓ ↘ → + Any Kick
X A V	Hayagake: Kyuteishi	↓ ↘ → + LK, then any Kick
X A V	Hayagake: Kage Sukui	↓ ↘ → + MK, then any Kick
X A V	Hayagake: Kubikari	↓ ↘ → + HK, then any Kick
X A V	Sankaku Tobi	Jump against a wall, press →

Super Combos

ISM Availability	Name	Command
A	Bushin Hassou Ken	↓ ↘ → ↘ + Any Punch
A	Bushin Gorai Kyaku	↓ ↘ → ↘ + Any Kick
X A	Bushin Muso Renge	→ ↘ ↓ ↘ ← → ↘ ↓ ↘ ← + Any Punch



How to Accomplish Guy's Objective

Option 1: Establish Guy's mid-range offense

Guy's methods of attack at mid-range are anything but typical. None of his attacks consistently knock his opponent down, so you can't rely on scoring a knockdown to mount a close range attack. Instead, your focus is to look for an opportunity to use Guy's Hayagake or Bushin Flip to move into close range when your opponent isn't looking for them. This requires you to mount a convincing mid-range offense in order to scare your opponent into taking a defensive stance. Abuse Guy's crouching HK as an all-purpose poke. When performed from afar, this speedy low attack is completely safe to counter attack. Use it to punish missed moves and to attack your standing foe when their focus is ground movement. If crouching HK happens to connect on a Counter Hit, immediately do a HP Bushin Flip and go for either of its follow ups to pursue your airborne opponent. Be cautious of your opponent's attempts to evade and counter crouching HK by jumping straight up. If you anticipate the jump, punish it with an early jump attack. When your opponent becomes wary of your offense, walk into attack range and initiate a far standing MP. Cancel it into a LK Hayagake or a HP Bushin Flip to move into close range.



Basic Strategy

Offensive Notes

Guy's MP \leftrightarrow HP chain is the best attack opening. It cancels directly into a LP Hozanto or a Bushin Gorai Kyaku for heavy damage. In cases where standing MP doesn't hit, it's possible to cancel the chain into one of Guy's many mobility based special attacks to mount a secondary offense. However, this is very difficult to do on reaction. The subsequent example illustrates the options available to you depending on whether or not MP \leftrightarrow HP connects.

MP \leftrightarrow HP



If it connects:



Cancel HP into a LP Hozantou or a Level 1~3 Bushin Gorai Kyaku.



If it's blocked:



Cancel HP into a LK Hayagake. Press LK after the dash to stop it as early as possible. When you recover from the dash, perform a throw or MP \leftrightarrow HP again.



Cancel HP into a MP Hozanto. Counters your opponent's attempts to punish the LK Hayagake follow up.



Cancel HP into a MP Bushin Flip. Come out of the flip with a late Izuna no Hiji Otoshi. This also counters some attempts to counter the LK Hayagake. This also moves Guy into close range if your opponent takes a defensive stance.



Offensive Notes (cont.)

Outside of his chains, Guy's crouching LP is helpful for setting up Counter Hits. Perform it early against an opponent getting up from a knockdown. If it happens to hit your opponent on a Counter Hit, link Guy's standing MP \leftrightarrow HP chain afterwards and cancel into a Level 1~3 Bushin Gorai Kyaku. If it's simply blocked, follow up afterwards with either a Punch throw or standing MP \leftrightarrow HP. Crouching LP is also useful after standing HP \leftrightarrow Hayagake, which is a common situation where crouching LP often connects on a Counter Hit.



Defensive Notes

Both standing HK and crouching HP work well against opponents jumping towards the front. Standing LP works against these types of jump attempts as well. Cancel it into a HP Bushin Flip to chase after your recovering opponent with an attack. If standing LP connects on a Counter Hit, come out of the flip and juggle your opponent with the Bushin Izuna Otoshi. Against some jumping attacks that lack downward angles, crouching MP works as an ant-air maneuver. It's possible to cancel crouching MP into a HK Bushin Senpu Kyaku or a Bushin Hasso Ken for extra damage.



GUY

ISM Specifics

X-ISM

Since he already has a long list of worthwhile combos at his disposal, the X-ISM chain system is useless to him. Additionally, the only Super Combo available to Guy is the Bushin Muso Renge, which is extremely difficult to use effectively. In the end, the only positive Guy gains from X-ISM is the damage increase, which enhances the potential of his basic chain combos.



A-ISM (Recommended)

A-ISM Guy has everything needed to secure a victory. The extreme damage output of his Level 3 Bushin Gorai Kyaku and the defensive capabilities of the Bushin Hasso Ken both give him the extra oomph he needs to eliminate even the strongest of adversaries. Off of one clean hit, A-ISM Guy can decimate his opponent's life bar in a single combo.



V-ISM



Guy's Variable Combos are practically useless to him. The few he can perform are very difficult to land in the majority of the situations where a VC is useful. Avoid V-ISM Guy at all costs.

Advanced Tactics

Utilizing Corner Juggle Properties

Guy's Level 3 Bushin Gorai Kyaku and LP \Rightarrow MP \Rightarrow HP \Rightarrow HK chain launch your opponent into a unique juggle state that allows you to perform various air combos that cannot be escaped. Since juggle rules allow you to combo a string of aerial hits as long as you continue to cancel attacks, Guy can hit his opponent with his LP \Rightarrow MP \Rightarrow HP \Rightarrow HK chain and juggle after it with the entirety of same chain again. Unfortunately, regardless of the juggle properties on Guy's attacks, once the corner is reached, he cannot continue to juggle past one additional sequence. This means it's not possible to juggle with a third chain in this situation. However, since this limit doesn't exist in the middle of the screen, aerial combos that start mid-screen and lead to the corner allow Guy to follow up with a few extra hits that aren't normally possible. Because many of these combos need the corner to keep your foe from flying too far away from you, timing particular segments of the combo to reach the corner during certain hits requires very specific positioning. The following is an example combo that uses this tactic in order to add hits to the end of a combo.

When your opponent is about a quarter of the way from the edge of the screen, standing LP \Rightarrow MP \Rightarrow HP \Rightarrow HK. After your opponent is airborne, walk forward a step then juggle with standing LP \Rightarrow MP \Rightarrow HP \Rightarrow HK. If the positioning is correct, standing LP should hit your opponent before they reach the corner. The remaining hits of the chain push your opponent into the corner for the final hit to connect. Since the first hit of the chain connected outside of the corner, the corner juggle limit does not effect the second chain combo. Because of this, it is possible to juggle yet again with a third chain combo.

It's feasible to use this strategy in order to add hits to the end of a variety of combos. Although the combos that use this exploit are very difficult to land, the massive damage they inflict is well worth the effort of learning them.



Stun Potential

Guy's incredible ability to string together massive combos allows him to delete a large percentage of his opponent's health bar in one sequence. As if the life loss wasn't enough, many of these combos deal an enormous quantity of stun damage as well. Cold and calculating, a strong Guy player must learn to keep mental notes of the stun damage he's dealt to an opponent. When close to being dizzied, your opponent is left in a problematic situation that may lead to their demise. The following combinations are examples of combos that hit for a great deal of stun damage.



Stun Damage: 22

Combo 1) MP \Rightarrow HP \Rightarrow Level 3 Bushin Gorai Kyaku, walk forward a step then juggle with standing LP \Rightarrow MP \Rightarrow HP \Rightarrow HK.

After this combo hits, your opponent is left in a problematic position. Only 16 points of stun damage is needed to dizzy most characters, making your follow up attack afterwards a potential round winner. Close standing MP \Rightarrow HP \Rightarrow LP Hozanto deals 16 points of stun damage, the exact amount needed for a possible dizzy.

Stun Potential (cont.)

Stun Damage: 38

Combo 2) When position is near a corner, close standing LK ⇄ LP ⇄ MP ⇄ HP ⇄ HK (opponent is knocked into corner), juggle with standing LP ⇄ MP ⇄ HP ⇄ HK, juggle again with close standing MP ⇄ HP ⇄ Bushin Senpu Kyaku.

This combo leaves most characters only a few points away from being stunned. A standalone normal attack or the combo of your choice should dizzy them.

Stun Damage: 40

Combo 3) When position is further away then mid-screen from the corner, MP ⇄ HP ⇄ Level 3 Bushin Gorai Kyaku, juggle with LP (opponent is knocked into corner) ⇄ MP ⇄ HP ⇄ HK, then juggle with MP ⇄ HP ⇄ HK Bushin Senpu Kyaku.

Although the positioning is very specific, this combo instantly dizzies most characters. Against any character it doesn't dizzy, a single normal attack or one basic combo is all that is needed to finish the job.

Combos

ISM Availability	Command Sequence
X A V	MP ⇄ HP ⇄ LP Hozanto
A	When opponent is mid-screen, MP ⇄ HP ⇄ Level 3 Bushin Gorai Kyaku, juggle with an early close standing HP ⇄ Bushin Izuna Otoshi
A	Close standing LK ⇄ standing LP ⇄ MP ⇄ HP ⇄ HK, juggle with an early Level 3 Bushin Hasso Ken
X A V	When opponent is cornered, close standing LK ⇄ standing LP ⇄ MP ⇄ HP ⇄ HK, juggle with close standing MP ⇄ close standing HP ⇄ Izuna No Hiji Otoshi
A	Anti-air crouching MP ⇄ Level 1~3 Bushin Hasso Ken

Variable Combos

#1) Ground

HP + HK activation, LP ⇄ MP ⇄ HP ⇄ HK ⇄ LK Hayagake (HP ⇄ HK ⇄ LK Hayagake) x **N**.



GUY

JULI

Juli's Objective

The objective for a Juli player is to coerce an opponent into jumping at her. Similar to Cammy and Juni, she is heavily reliant on Variable Combos in order to deal damage. Without them, Juli must rely on her lackluster Super Combos to score big leads. By applying pressure at mid-range, your opponent will eventually take measures to jump over your ground-based offense. Anticipate the attempt and punish it with a Variable Combo to take the lead.

Throws

Hooligan Suplex	← or → + Any 2 Punch Buttons
Frankensteiner	← or → + Any 2 Kick Buttons
Flying Neck Hunt	When jumping, ← or → + Any 2 Punch Buttons
Air Frankensteiner	When jumping, ← or → + Any 2 Kick Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Falling Arc	→ + MK
X A V	Sniping Arrow	↓↘→ + Any Kick
X A V	Cannon Spike	→↓↘ + Any Kick
X A V	Axle Spin Knuckle	→↘↓↙↘ + Any Punch

Super Combos

ISM Availability	Name	Command
X A	Reverse Shaft Breaker	↓↙←↓↙ + Any Kick, then press Kick rapidly
A	Spin Drive Smasher	↓↘→↓↙ + Any Kick



How to Accomplish Juli's Objective

Option 1: Establish Juli's mid-range offense

A Juli player must rely on using her excellent walking speed to lure and evade enemy attacks. Rapidly move in and out of your opponent's maximum attack range and coerce them into making a move. If they perform an attack and it misses, punish the whiffed attack with crouching HK. If you ever anticipate your opponent is going to move far enough into range to safely attack, perform an early crouching MK to put a stop to their intentions. If your opponent is using projectiles, jump straight up over them on reaction to safely avoid it without losing your positioning. In regards to attacking, occasionally move into attacking distance and initiate a standing HK. It's excellent range makes it difficult to avoid through evasion. It even tends to catch jumps as they leave the ground if your opponent jumps towards you. Continue to apply pressure using your ground game and keep an eye out for jump attempts. Once they jump, pummel them with Juli's anti-air VC to gain a lead.



Basic Strategy

Offensive Notes

Crouching LK x 2 is Juli's most used attack opening at point blank range. In cases where it connects, it's cancelable into a HK Cannon Spike, Spin Drive Smasher, or a Level 3 Reverse Shaft Breaker. If blocked, Juli has several basic options to utilize in order to stage a follow up attack. The subsequent illustration shows how to best use this opening depending on whether or not it hits.

Crouching LK x 2



If it connects:



Cancel the second crouching LK into a HK Cannon Spike or a Level 1~3 Spin Drive Smasher.



If it's blocked:



Perform an immediate crouching MP. Stops early attempts to attack you after crouching LK recovers.



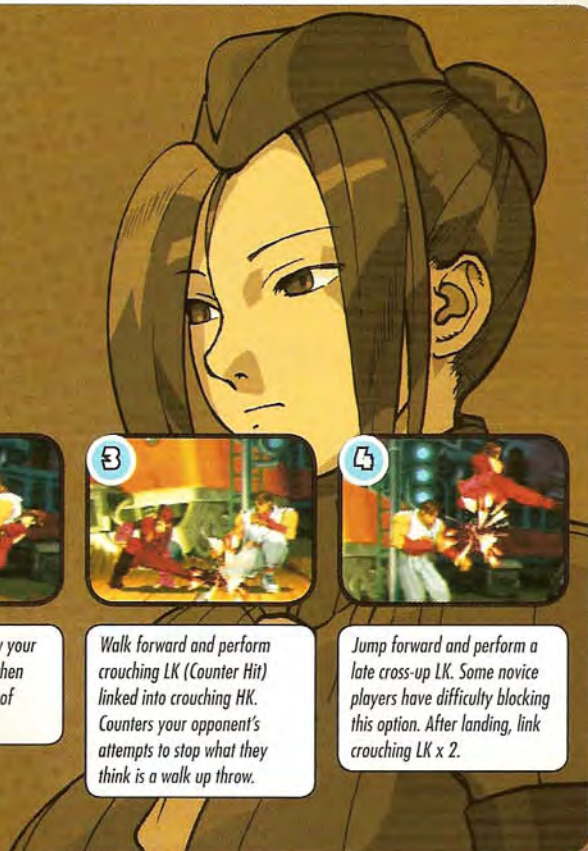
Walk forward and throw your opponent. Works only when your opponent is afraid of every other option.



Walk forward and perform crouching LK (Counter Hit) linked into crouching HK. Counters your opponent's attempts to stop what they think is a walk up throw.



Jump forward and perform a late cross-up LK. Some novice players have difficulty blocking this option. After landing, link crouching LK x 2.



Defensive Notes

Juli's Cannon Spike has some invulnerability, making it useful as anti-air or as a reversal on wake up. In regards to other forms of anti-air, crouching HP can be used to deal with most frontal jump in attempts. If needed, standing MP is useful for dealing with jumps that are directly above you. Cancel it into a HK Cannon Spike for a 2 hit combo. Finally, an early forward jumping HK may be in order if you're looking for more damage. If it connects on a Counter Hit, it's possible to cancel your jump recovery and juggle with crouching MP ⇒ HK Cannon Spike for solid damage. Mix up with the occasional air throw to keep your opponent from air guarding your jumping HK.



ISM Specifics

X-ISM

Juli's only Super Combo in X-ISM is the Reverse Shaft Breaker, which inflicts terrible damage considering it's an X-ISM super. The X-ISM chain system is also completely useless Juli because nothing links after standing HP from any further away than point-blank range.



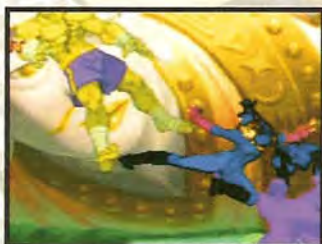
A-ISM

The Spin Drive Smasher is a useful addition to Juli's offensive capabilities. It gives her a stronger attack to cancel into after crouching LK x 2. Unfortunately, the other additions that A-ISM offers, like the multi-level Reverse Shaft Breaker, do very little for a Juli player's game.



V-ISM (Recommended)

Although difficult to perform, Juli's Variable Combos are passable. She has a solid anti-air and anti-projectile VC's that deal reasonable amounts of damage. To the Juli player's dismay, she doesn't have any Guard Break VC's at her disposal, nor does she have a reasonable way to salvage a missed VC. If you're going to activate a VC, make sure you don't miss!



Falling Arc

Although risky and difficult to use properly, the Falling Arc command overhead (→ + MK) has the unusual property of leaving Juli directly next to her opponent after it connects. This allows you to follow the move with another attack. Basic options after the Falling Arc connects consist of either a throw or crouching LP x 2 ⇒ HK Cannon Spike.



Advanced Tactics

Counter Hit Crouching MP

With proper timing, Juli can link a crouching HK after a crouching MP that connects on a Counter Hit. This basic combo is not just easy to perform, but it also knocks your opponent down within range for a follow up wake up attack. Since her Cannon Spike combos are difficult to follow after, this is extremely valuable and enables you to keep the momentum of the match in your favor. Below illustrates a basic setup where crouching MP often connects on a Counter Hit.

Blocked Crouching LK

1



Perform a late throw. Use this option when you believe your opponent is going to block.

2



Perform an immediate crouching MP. If it connects on a Counter Hit, link crouching HK. Connects when your opponent tries to counter what they believe to be a throw.

Combos

Availability	Command Sequence
↓ ↓ ↓	Crouching LK x 2 ⇒ HK Cannon Spike
↓ ↓	Crouching LK x 2 ⇒ Level 1~3 Spin Drive Smasher
↓ ↓ ↓ ↓	Jump in HK, standing HP ⇒ HK Sniping Arrow
↓ ↓ ↓	Crouching LK x 2 ⇒ Level 3 Reverse Shaft Breaker
↓ ↓ ↓ ↓	Near corner, Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP ⇒ HK Sniping Arrow

Variable Combos

#1) Anti-Air

MP + MK activation, standing HP ⇒ HK Cannon Spike ⇒ crouching HP ⇒ LK Sniping Arrow (misses) ⇒ (crouching MP ⇒ crouching HP ⇒ LK Sniping Arrow (misses)) x 2. When corner is reached, change combo to HK Cannon Spike x 2.

#2) Anti-Projectile

LP + LK activation, HK Sniping Arrow ⇒ (HK Cannon Spike ⇒ standing HK ⇒ LK Sniping Arrow (misses)) x 2. When corner is reached, change combo to HK Cannon Spike x 2.



ニナ

JUNI

Juni's Objective

As a character that's unfortunately weak in every category that counts, Juni's objective is seemingly ambiguous. However, since her only outlet for safe attack and big damage is Variable Combos, her objective becomes apparent. Your goal when playing Juni is to lure your opponent into jumping towards you. Only then can you score the damage she needs to successfully walk away with a win.



How to Accomplish Juni's Objective

Option 1: Establish Juni's mid-range offense

Playing passive aggressively at mid-range builds meter while controlling your opponent's position. Your attacks of choice at this distance are standing and crouching HK. Move in and out of your opponent's attack range rapidly and periodically hit standing HK whenever you anticipate an aggressive movement or a random jump. Use crouching HK to punish any whiffed attacks that you bait by moving around. Against projectile oriented characters, the aerial version of Juni's HK Spiral Arrow can be used to fly over and punish projectiles. If you ever need it, rapidly whiff throws, crouching MP, or standing HP to build Super Meter very quickly. Doing LK Mach Slides at a safe distance also builds meter at a rapid pace.



Special Attacks

ISM Availability	Name	Command
X A V	Falling Arc	→ + MK
X A V	Spiral Arrow	Charge ←, → + Any Kick (air)
X A V	Cannon Spike	Charge ↓, ↑ + Any Kick
X A V	Mach Slide	↖ ↗ + Any Kick
X A V	Cannon Strike	Jump forward, ↖ ↗ + Any Kick
X	Psycho Shield	Guard an attack, then press → + LP + MP + HP
A V	Psycho Shield	Guard an attack while airborne, then press → + LP + MP + HP
X A V	Earth Direct	Rotate 360 + Any Punch
X A V	Hooligan Combination	← ↘ ↖ ↗ + Any Punch
X A V	Razor Edge Slicer	Do nothing after after Hooligan Combination
X A V	Fatal Leg Twister	← or → + Any Kick when close to your opponent after Hooligan Combination
X A V	Cross Scissor Pressure	← or → + Any Kick when very close to your opponent after Hooligan Combination

Super Combos

ISM Availability	Name	Command
X A	Psycho Streak	Charge ← → ← → + Any Punch
A	Spin Drive Smasher	Charge ↖ ↗ ↖ ↗ + Any Kick

Basic Strategy

Offensive Notes

After landing a crouching HK, it's very difficult to launch a wake up attack while storing a charge for a Cannon Spike. This is troublesome because crouching LK x 2 ⇒ HK Cannon Spike is Juni's only verifiable combo. In order to rectify this problem, it's possible to immediately jump towards your opponent after landing a crouching HK and hold down during the jump to obtain a charge. Against the majority of the cast, you land just before your opponent fully stands up, giving you the opportunity to go for crouching LK x 2 with a Cannon Spike charged. Additionally, it's possible to delay your jump slightly to meet your opponent as they stand up with a deep jumping LK. When used in combination with an empty jump in crouching LK, this effectively creates an ambiguous high/low mix up that's difficult for your opponent to defend against consistently. Unfortunately, this set up only works against a select number of characters. Specifically, Gen, Sodom, Blaz, M. Bison, and Birdie recover far too quickly from a knock down to safely jump towards them after crouching HK. Against these characters, it's extremely difficult to land crouching LK x 2 with a charge.



To compensate for Juni's inability to attack certain characters while storing a charge, it's important to utilize Counter Hit setups in order to land combos that don't require one. One such combo is Counter Hit crouching MP linked into crouching HK. This combo only works after crouching MP connects on a Counter Hit, thus making it necessary to bait an attack from your opponent. To land this combo, it's important to utilize throw setups in order to get your opponent to eventually counter the throw. One such set up is meeting your opponent as they wake up with a close standing LK. After you recover from the attack, initiate Juni's HP Earth Direct to grab your defending opponent. Once they're scared of the throw they may take measures to counter it, which is exactly the moment to go for a Counter Hit combo. Make your opponent block another close standing LK and immediately go for crouching MP. If it hits on a Counter Hit, link crouching HK to score another knockdown.



Defensive Notes

Juni's Cannon Spike has some invulnerability, so it is useful for beating attacks on wake up or gaps in your opponent's close range offense. In regards to anti-air, crouching HP can be used to deal with most frontal jump in attempts. If needed, close standing MP is useful for dealing with jumps that are directly above you. Unfortunately, both of these attacks lack priority and damage output, so they tend to often trade hits with little reward. Although risky, an early forward jumping HK may be in order if you're looking for more damage. If it connects on a Counter Hit, it's possible to cancel your jump recovery into an attack and juggle your opponent with crouching MP ⇒ HK Cannon Spike for solid damage. Mix in an occasional air throw to keep your opponent



from air guarding your jumping HK. On another note, Juni's Psycho Shield defensive maneuver can be used to push your opponent away from you. This is helpful for gaining some breathing room if your opponent has you cornered or your guard is about to break.

ISM Specifics

X-ISM

X-ISM chains are helpful for jump in combinations when the opportunity arises, although rare. Unfortunately, X-ISM suffers from the same problem A-ISM has, which is a severe lack of worthwhile Super Combos.



A-ISM

Juni's Super Combos are severely lacking. Both the Psycho Streak and Spin Driver Smasher require a charge to be initiated. This becomes a huge disadvantage to shoulder due to Juni's difficulty keeping a charge when mounting a close range attack. As if the aforementioned wasn't enough to dissuade you, neither Super Combos deal very much damage, and the Psycho Streak is vulnerable to a wake up roll recovery even if it hits.



V-ISM (Recommended)

Although she isn't the most ideal V-ISM character, Juni does have damaging anti-air and ground based Variable Combos at her disposal. Because of this, the damage output and flexibility of the Variable Combo is a welcome addition over her two, difficult to land, Super Combos.



JUNI

Advanced Tactics

Counter Hit Standing HP ⇒ Hooligan Combination

If it connects on a Counter Hit, standing HP can be canceled into Juni's Hooligan Combination, allowing you to grab your vulnerable opponent out of the air with her Cross Scissor Pressure throw. This simple 2 hit combo deals a massive 40% damage to your opponent. Because of the high damage this combo deals, specific setups designed to fish for a Counter Hit standing HP are a welcome alternative to other attack options. The following example illustrates a specific Counter Hit set up utilizing standing HP and what to do if it's defended against.

Blocked Crouching LK



After you recover from the LK initiate either:



A late HP Earth Direct.



Close standing HP ⇒ Hooligan Combination.

If the close standing HP connects on a Counter Hit, grab your opponent out of the air with Juni's Cross Scissor Pressure. If standing HP is blocked, utilize the various Hooligan Combo variations, like the Razor Edge Slicer or the Fatal Leg Twister, to stage a secondary attack.

NOTE: Standing HP misses against specific crouching characters, making this tactic useless in those match ups. The characters in question are Ken, Guy, Charlie, Gen, Rose, Sakura, R. Mika, and Karin.

Falling Arc

Although risky and difficult to use properly, the Falling Arc command overhead (→ + MK) has the unusual property of leaving Juni directly next to her opponent after it connects. This allows her to follow up after the move with another attack. Additionally, because the Falling Arc's wind up time is so heavy, it's possible to obtain a charge for a Cannon Spike by the time it recovers. Basic options after the Falling Arc connects consists of either a HP Earth Direct or crouching LP x 2 ⇒ HK Cannon Spike.



Compos

ISM Availability	Command Sequence
	Crouching LK x 2~3 ⇒ HK Cannon Spike
	Jump in HP, crouching MP ⇒ HK Cannon Spike
	Anti-air close standing MP ⇒ HK Cannon Spike
	Crouching LK x 2 X-ISM chained into standing HP ⇒ HK Spiral Arrow or Psycho Streak
	Crouching LK x 2~3 ⇒ Spin Drive Smasher
	Near corner, Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP(Crouch Cancel landing), crouching MP ⇒ Cannon Spike

Variable Compos

#1) Anti-Air

HP + HK activation, (standing HP ⇒ HK Cannon Spike ⇒ MK Spiral Arrow x 2) x . When corner is reached, change combo to (HK Cannon Spike) x . End combo before meter runs out with standing HP ⇒ Hooligan Combination ⇒ Cross Scissor Pressure.

#2) Ground

HP + HK activation, crouching MP ⇒ HK Spiral Arrow ⇒ (standing HP ⇒ HK Cannon Spike ⇒ MK Spiral Arrow x 2) x . When corner is reached, change combo to (HK Cannon Spike) x . End combo before meter runs out with standing HP ⇒ Hooligan Combination ⇒ Cross Scissor Pressure.



JUNO

KARIN KANZUKI

Karin's Objective

Karin carries a wide assortment of attacks that are extremely effective when she's directly next to her opponent. This is all due to her verifiable combos and throws that not only deal a lot of damage, but also knock her opponent down directly next to her when they connect. This allows a Karin player to keep momentum and follow up with another throw or combo mix up after each successful attack. With that said, your objective when playing Karin should be to establish point blank range.

Throws

Yashiro Kuzushi	← or → + Any 2 Punch Buttons
Homura-geri	← or → + Any 2 Kick Buttons, then press Kick rapidly
Abise Yashiro Kuzushi (front)	While jumping ← or → + Any 2 Punch Buttons
Abise Yashiro Kuzushi (back)	While jumping ← or → + Any 2 Kick Buttons

Special Attacks

ISM Availability	Name	Command
✖ ▲ ▼	Tsumuji-gari	→ + MK
✖ ▲ ▼	Ho Sho	→ ↓ ↘ + Any Punch
✖ ▲ ▼	Mujin Kyaku	→ ↓ ↘ + Any Kick
✖ ▲ ▼	Ressen Cho	← ↓ ↘ + Any Punch
✖ ▲ ▼	Ressen Chu	Press Punch during Ressen Cho
✖ ▲ ▼	Ressen Ha	↓ ↘ ↗ + Any Kick
✖ ▲ ▼	Yasha Gaeshi (High)	↓ ↘ ← + Any Punch, enemy standing or jumping attack must collide with it
✖ ▲ ▼	Yasha Gaeshi (Low)	↓ ↘ ← + Any Kick, enemy low attack must collide with it
✖ ▲ ▼	Arakuma Inashi	Rotate 360 + Any Kick
✖ ▲ ▼	Guren Ken	↓ ↘ → + Punch, Punch

Guren Ken Follow Ups

Guren Ho Sho	→ + Any punch after 1st attack or any punch after 2nd attack
Guren Mujin Kyaku	Any Kick after 1st or 2nd attack
Guren Chochu	↘ + Any punch x 2 after 1st or 2nd attack
Guren Yasha (Jodan)	← + Any punch after 1st or 2nd attack
Guren Yasha (Gedan)	← + Any kick after 1st or 2nd attack
Guren Ressen Ha	↓ + Any kick after 1st or 2nd attack
Guren Kusabi	↓ + Any kick after 1st or 2nd attack

Super Combos

ISM Availability	Name	Command
✖ ▲	Kanzuki-ryu Shinpikai Byaku	↓ ↘ → ↓ ↘ → + Any Punch
▲	Kanzuki-ryu Ko'o Ken	↓ ↘ → ↓ ↘ → + Any Kick



How to Accomplish Karin's Objective

Option 1: Establish Karin's mid-range offense

Establish mid-range and pressure your opponent with Karin's ground game. Your focus at this distance should be to work your opponent's Guard Meter while looking for opportunities to land crouching HK. Rapidly walk in and out of your opponent's attack range and occasionally use standing MK when you anticipate an aggressive movement. Standing MK tends to catch jump attempts just as they leave the ground, so don't hesitate to do it early if you think one is coming. If your challenger attempts to attack while you're out of range, punish the missed move with crouching HK. If your opponent is inclined to walk backwards constantly to evade your attacks, move very far into attack range and hit crouching HK to catch them standing. If you're feeling lucky, force your opponent to block a standing MK and cancel into a HP Guren Ken to go for any of the follow up mix-ups. Although unsafe to counter attack, many of the options out of the Guren Ken can be used to work an opponent's Guard Meter or fish for a knockdown. This is, however, extremely risky if your challenger has Super meter available.



Option 2: Jumping over one of your opponent's attacks

This is the riskiest of your options. Anticipate an attack and jump over it. If you guess correctly and your opponent does an attack, nail them with the jump-in combo of your choice to earn some damage and your knock down. If you jump forward and they don't do an attack, predict when your opponent might perform an anti-air and hit jumping LK just before they attack. Jumping LK has a lot of priority against normal attack anti-air maneuvers, so if it is done early you may beat their attack altogether and

score a Counter Hit. If you don't believe your opponent will try to punish your jump (because they weren't looking for one), make them block a late jumping LK and follow it up with whatever close range attack you desire.



Basic Strategy

Offensive Notes

Use Karin's Punch throw over her Kick throw in most cases. It leaves her opponent directly next to her, which is exactly where you need them to be. Her kick throw is useful near corners if you have a Variable Combo ready, in which case she can follow the throw with an off-the-ground VC (refer to Advanced Tactics). In those rare cases where you have the opportunity to throw someone while you are cornered, use the Arakuma Inashi. Karin throws her opponent the opposite direction after it's initiated, swapping your negative positioning with your challenger.



Crouching LK x 2 is a great opening string for all of your close range needs. It can be canceled directly into Karin's Guren Ken or Shinpikai Byaku Super Combo. It's also a verifiable opening, allowing you to stop the attack and not cancel into a special if it doesn't hit your opponent. The Guren Ken does have built in mix-up options, however, so you may be canceling into it regardless of whether or not it hits. Every hit of the Guren Ken and its many follow-ups can be delayed and performed very late into each attack's recovery. Although none of these options are completely safe to attack, they make it possible to counter your opponent's attempts to punish the Guren Ken's recovery. The following is an example that illustrates how the Guren Ken should be used depending on whether it hits or not.

Crouching LK x 2 → Guren Ken (1 hit)



If it connects:



Combo the second hit of the Guren Ken then chain into the Guren Kusabi follow up.



If it's blocked:



Delay the second hit of the Guren Ken, then chain into the Guren Kusabi. Because of the ambiguity of whether or not a follow up attack is coming, this often connects on a Counter Hit.



Perform far standing MK ↔ HP Guren Ken. Counters your opponent's attempts to hesitate their counter attack in order to avoid the Guren Kusabi.



Walk up and throw them. Works only when your opponent is afraid of every other option.



KARIN KANZUKI

Defensive Notes

In regards to air defense, Karin has it easy. Standing HP should quench the majority of your needs as an all-purpose anti-air maneuver. It beats most frontal jumping attacks and happens to work well against cross ups. Against special cases where standing HP isn't working, swap it out for crouching HP instead, which has a little more priority against jumping attacks with steep downward angles. This attack can also be canceled, which allows you to chain it into Karin's Ko'o Ken Super Combo for a damaging anti-air combination.



ISM Specifics

X-ISM

The increased damage output works well with Karin's affinity towards offense. The same goes for the increased Guard Meter damage rate, which makes certain tactics such as the "Empty Cancel" technique even more effective (refer to Advanced Tactics). Unfortunately, the absence of air blocking and a damaging defensive Super Combo of some sort make it difficult to scare your opponent into playing defensively.



A-ISM

Karin's Kanzuki-ryu Ko'o Ken Super Combo is a welcome addition to her defensive options. Any level of this attack can be canceled into from a crouching HP for solid damage against jumping attacks. The addition of multi-level versions Karin's Shimpikai Byaku isn't a bad diversion from Guren Ken combos either. Regrettably, A-ISM doesn't add much oomph to the play style Karin leans towards, which is close range offense.



V-ISM (Recommended)

Although Karin doesn't build Super Meter as fast as other characters, the Variable Combos available to her are extremely flexible and damaging. She has solid anti air, ground, and Guard Break Variable Combos at her disposal. In addition to that, the ability to use her command throw in off-the-ground Variable Combos allows her to land them off of some of her throws and her most used combo (refer to Advanced Tactics). Simply put, V-ISM gives her close range abilities a huge boost in both damage and flexibility.



Advanced Tactics

Cross Up MK Loop

Because the Guren Kusabi extension of Karin's Guren Ken doesn't allow for recovery rolls, you're free to follow up after this attack with whatever setup you desire. One specific tactic involves setting up a difficult to block cross-up MK after the Guren Kusabi hits. In order for the positioning to be correct, Karin must perform her Guren Ken combo with particular strengths. Against most characters this combo is crouching LK x 2 ⇨ standing LK ⇨ MP Guren Ken ⇨ MP Guren Ken (2nd hit) ⇨ MK Guren Kusabi. Against Blanka, Sagat, and Zangief, change the combo to crouching LK x 2 ⇨ standing LK ⇨ HP Guren Ken ⇨ HP Guren Ken (2nd hit) ⇨ MK Guren Kusabi.

After the combo connects, wait a second, then jump forward. Perform a late jumping MK just as you pass over your opponent's head to hit them from behind. If you press MK earlier, just before you pass over their head, the MK will hit from the front of your opponent. If the cross-up MK hits in either case, link the same Guren Ken combo afterwards to set up the same situation once more.

There is of course one weakness to this set up. Some smaller characters, like Ryu, Ken, Akuma, and Sakura, can crouch under the cross-up MK. If you believe they may attempt to do this, take a step backwards after the Guren Kusabi recovers, then jump forward with a late jump LK to catch them crouching.



Standing LP Pressure

Although Karin's standing LP carries a hefty amount of advantage after it when blocked, it's risky to implement because it misses against most crouching characters. However, larger characters (like Sagat, Sodom, Zangief, and Birdie) cannot crouch under this move. Against these characters, it's possible to abuse standing LP as a useful pressure tool by walking forward and repeatedly doing it against a defending opponent. If your opponent attempts to attack in-between each LP, the LP will hit on a Counter Hit, and you can verify the hit and link standing LP ⇨ standing LK ⇨ Guren Ken. Once your opponent is scared to be aggressive, toss in an occasional walk up throw to get them anxious to attack again.



Empty Cancel

The whiff animation on Karin's Arakuma Inashi command throw is incredibly short. If canceled into from a blocked crouching HP, the throw will whiff, and Karin will recover before her opponent leaves Blockstun. Although this can be used for staging basic mix-ups, this is largely useful for Guard Break patterns. Specifically, early jump in HK, crouching HP canceled into a whiffed Arakuma Inashi, then an immediate standing or crouching HK, demolishes a massive portion of your opponent's Guard Meter.



OTG Arakuma Inashi Options

Karin is able to score a free Variable Combo in abnormal situations by utilizing her Arakuma Inashi command throw for off-the-ground combos. The situations where this is possible are numerous, but the most useful situations are as follows.

- 1) Land crouching LK x 2 ⇒ HP Guren Ken (2 hits) ⇒ HK Guren Kusabi, activate Variable Combo immediately after you recover from the slide, initiate a Arakuma Inashi just as your opponent hits the ground. Proceed into Variable Combo #4 (refer to Variable Combo section).
- 2) Land Karin's kick throw near a corner, activate Variable Combo just before your opponent hits the ground, then initiate the Arakuma Inashi just as your opponent hits the ground. Proceed into Variable Combo #4.



Combos

ISM Availability	Command Sequence
X A V	Crouching LK x 2 ⇒ standing LK ⇒ Guren Ken (2 hits) ⇒ Guren Kusabi
X A V	Jumping HK, standing MK ⇒ HP Guren Ken (2 hits) ⇒ LP Guren Chochu
X	Crouching LK, X-ISM chained into Crouching HP ⇒ Guren Ken or Shinpikai Byaku
X A	Crouching LK x 2 ⇒ standing LK ⇒ Level 1~3 Shinpikai Byaku
X A V	Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), standing HK

Variable Combos

#1) Anti-Air

HP + HK activation, LP Ho Sho ⇒ (HP Ressen Cho (misses) ⇒ Ressen Chu ⇒ late HP Ho Sho) x **N**. When you reach corner, change combo to HP Ho So's x **N**.

#2) Ground

HP + HK activation, crouching MK ⇒ HP Guren Ken (3 hits) ⇒ (HP Ho Sho ⇒ late HP Ressen Cho (misses) ⇒ HP Ressen Chu) x **N**.

#3) Guard Break

HP + HK activation, standing HK x 2 ⇒ (HK Mujin Kyaku) x **N**. Cancel the final hit that guard breaks your opponent into an Arakuma Inashi then continue into Variable Combo #4.

#4) Arakuma Inashi VC

Perform a Arakuma Inashi. Just after Karin tosses her opponent to the side, perform the command for a LK Ressen Ha the opposite direction she throws her opponent. Essentially, perform it with a **reverse command**. The second you land from the LK Ressen Ha, cancel the recovery into a Arakuma Inashi to pick your opponent up off of the ground. Repeat combo from the first step (LK Ressen Ha (Misses) ⇒ OTG Arakuma Inashi) x **N**.

#5) Arakuma Inashi VC #2

Perform an Arakuma Inashi. Just after Karin tosses her opponent to the side, perform the command → ↘ ↙ + MP, MP (Ressen Cho command performed to compensate for then control shift) to quickly juggle them before they touch the ground. From there, juggle with a HP Ho So and continue into Variable Combo #1.

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KEN

Ken's Objective

Ken's objective varies depending on the selected ISM. In V-ISM, Ken's objective is to bait his opponent into jumping towards him so can land his Variable Combo. In A and X-ISM, a Ken player's objective should be to establish close range to land his damaging Shoryu Reppa.

Throws

X A V	Jigoku-guruma	← or → + Any 2 Punch Buttons
X A V	Tsukami Nage	← or → + Any 2 Kick Buttons
X A V	Jigoku Fusha	While jumping, ← or → + Any 2 Punch buttons

Special Attacks

ISM Availability	Name	Command
X A V	Hado Ken	↓↘→ + Any Punch
X A V	Shoryu Ken	→↓↘ + Any Punch
X A V	Tatsumaki Senpu Kyaku	↓↘↙ + Any Kick (may be performed while jumping)
A V	Zenpo Tenshin	↓↘↙ + Any Punch
A V	Zento	↓↘→ + Select
X A V	Inazuma Kakato Wari	→ + MK
X A V	Ushiro Mawashi-geri	→ + HK

Super Combos

ISM Availability	Name	Command
X A	Shoryu Reppa	↓↘→ ↓↘ + Any Punch
A	Shinryu Ken	↓↘→ ↓↘ + Any Kick, press any Kick rapidly
A	Shippujinrai Kyaku	↓↘↙ ↓↘↙ + Any Kick (Level 3)



How to Accomplish Ken's Objective

V-ISM Option: Establish Ken's mid-range offense

Stand just outside of your opponent's maximum attack range. Adjust your position to match theirs when they move around. From this distance, Ken's Hado Ken beats most low attacks, while also being fairly difficult to jump over on reaction. Anticipate when your opponent may try to attack, then throw a HP Hado Ken. Fake Hado Kens by whiffing the occasional LP. This may trick your opponent into jumping towards you. If they jump, counter it with a Variable Combo. If they don't take the bait, immediately throw another HP Hado Ken to push them away from you. Be cautious when utilizing Ken's Hado Ken, since the start up time is heavier than Ryu and Akuma's. Use Ken's standing HK and → + HK at this distance if you're wary of throwing projectiles. Standing HK is a great all-purpose poke that's good when used offensively. → + HK has a terrible wind up time, but its incredible range and high Guard Meter damage make it worth doing on occasion to work towards a Guard Crush.



A-ISM Option: Jumping over one of your opponent's attacks

While staging a convincing mid-range offense, anticipate a ground-based attack and jump over it. If they do an attack, punish its recovery with jump in HK, crouching MK ⇨ MP Shoryu Ken. If they don't do an attack and don't punish your jump, come out of it with a late jump HK. Follow up the blocked jump in with the close range attack option of your choice.



Basic Strategy

Offensive Notes

Ken's close range offensive capabilities revolve around a crouching LK x 2 opening. Crouching LK can be chained into a standing LK, which can then be canceled into the majority of his special attacks or Super Combos. If crouching LK x 2 is blocked, use the extended Blockstun after the attack recovers to initiate a follow up attack. The subsequent illustration shows what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK ⇒ HP Hado Ken or a Level 1~3 Shoryu Reppa.



If it's blocked:



Walk up and Punch throw your opponent. Works only when your opponent is afraid of every option.



Walk up crouching LK (Counter Hit) ⇒ standing LK ⇒ HP Hado Ken or Level 1~3 Shoryu Reppa. Counters your opponent's attempts to stop what they think is a throw.



Crouching MK ⇒ HP Hado Ken. Beats your opponent's early attempts to attack after they leave Blockstun.



Jump forward and perform a cross-up MK.



Defensive Notes

Crouching HP works well as an anti-air maneuver. If you have the dexterity to do it, crouching HP can also be canceled into a MP Shoryu Ken for a 2 hit air combo. In tighter situations where there's not enough time to execute a normal attack, the Shoryu Ken should be your main defensive maneuver. It works well as anti-air (if done late) and as a reversal on wake up.



ISM Specifics



X-ISM gives Ken the least benefits out of the rest of his ISM choices. Despite the overall damage increase, Ken's Shoryu Reppa (strangely) doesn't receive a damage boost in X-ISM. Since Super Combos are Ken's most viable combo option at close range, X-ISM Ken cannot deal much more damage than A-ISM Ken when it counts. This, and the loss of air blocking and Level 1 Super Combos, is more than enough to keep most Ken players away from X-ISM.



KEN

A-ISM (Recommended)

Ken has a strong mesh of Super Combos, making him very capable character in A-ISM. Particularly, his Level 1~3 Shoryu Reppa is an effective addition to Ken's close-range offense. It deals massive damage and combos off of the majority of Ken's best opening attacks. Although not quite as damaging, the Shippujinrai Kyaku Super Combo is also useful because of its incredible range. It's possible to cancel into it after crouching MK in order to punish missed normal attacks at mid-range. It's even possible to link it after Ken's \rightarrow + MK overhead, although this is quite a difficult combo to master.



V-ISM (Recommended)



Although certainly not the ideal V-ISM character, Ken has what he needs to be effective in this mode. His anti-air Variable Combo is viable in most situations and the addition of his mid-screen confusing VC allows Ken players to salvage missed Variable Combos with a secondary attack.

Advanced Tactics

Cross-up MK Loop

In those rare cases where your enemy gives you a direct opening, strike them with standing HP \Rightarrow MP Shoryu Ken. After you recover from the combo, walk forward a step, then jump towards your opponent. To hit your opponent from the back, perform a deep cross-up MK once you pass over your opponent's head. To hit them from the front, which must be blocked normally, jump forward a little later than before and press MK just BEFORE you pass over your opponent's head. If jumping MK hits in either case, land and link another standing HP \Rightarrow MP Shoryu Ken to set up the tactic once more.

Keep in mind that your opponent can still perform a recovery roll after they hit the ground. The roll attempt can be reacted to and punished before you make the jump, so pay close attention to your opponent's actions after the combo hits.



Tatsumaki Senpu Kyaku Mobility

You can use the jumping version of Ken's Tatsumaki Senpu Kyaku ($\downarrow\leftarrow\rightarrow$ + HK) to propel himself across the screen forwards or backwards. This is useful for quick retreats or effortlessly escaping corners when your opponent is closing in on you. The command to perform the Tatsumaki Senpu Kyaku the absolute second you leave the ground for a jump is different depending on the direction you want to travel. To fly forward, perform the command $\downarrow\leftarrow\rightarrow$ + HK. To fly backwards, input $\downarrow\leftarrow\rightarrow$ + HK. In either case, the command must be performed quickly and smoothly for the aerial Tatsumaki to initiate properly.



Ken Confusion VC

Mid-screen, activate a Variable Combo directly next to your opponent with MP + MK, then combo crouching MK \Rightarrow crouching HK \Rightarrow LP Hado Ken (misses) \Rightarrow LP Zenpo Tenshin. After the Zenpo Tenshin recovers, your Variable Combo shadow eventually throws a LP Hado Ken. The projectile meets your opponent just as they start to stand up, making it difficult for your opponent to attempt a reversal or distinguish what sort of offensive actions you're making. You have several options at your disposal once you recover from the Zenpo Tenshin. The follow lists the options available to. If any of these choices hit, crouching LK \Rightarrow crouching HK \Rightarrow LP Hado Ken can be linked afterwards to reset the trap.

Crouching MK \Rightarrow Crouching HK \Rightarrow LP Hado Ken \Rightarrow LP Zenpo Tenshin



Jump forward and perform an early jumping MK. This option crosses up, forcing your opponent to block the opposite direction.



Jump forward and perform a late jumping HK. Hits your opponent from the front.



Jump forward, do nothing, then do crouching MK \Rightarrow crouching HK \Rightarrow LP Hado Ken. Connects when opponent is afraid of the jumping options.



After the first LP Zenpo Tenshin recovers, perform another LP Zenpo Tenshin. This causes your enemy's control scheme to reverse just as the Hado Ken hits them from behind.

Combos

Availability	Command Sequence
↓ ↓ ↓ ↓	Crouching LK x 2 ⇒ standing LK ⇒ HP Hado Ken
↓ ↓ ↓	Crouching LK x 2 ⇒ standing LK ⇒ Level 1~3 Shoryu Reppa
↓ ↓ ↓ ↓	Deep cross-up MK, standing HP ⇒ HP Shoryu Ken
↓ ↓	→ + MK linked into an early Shippujinrai Kyaku
↓	Crouching LK X-ISM chained into standing HP ⇒ HP Hado Ken
↓ ↓	Close standing HK, linked into crouching HK or Level 3 Shoryu Reppa

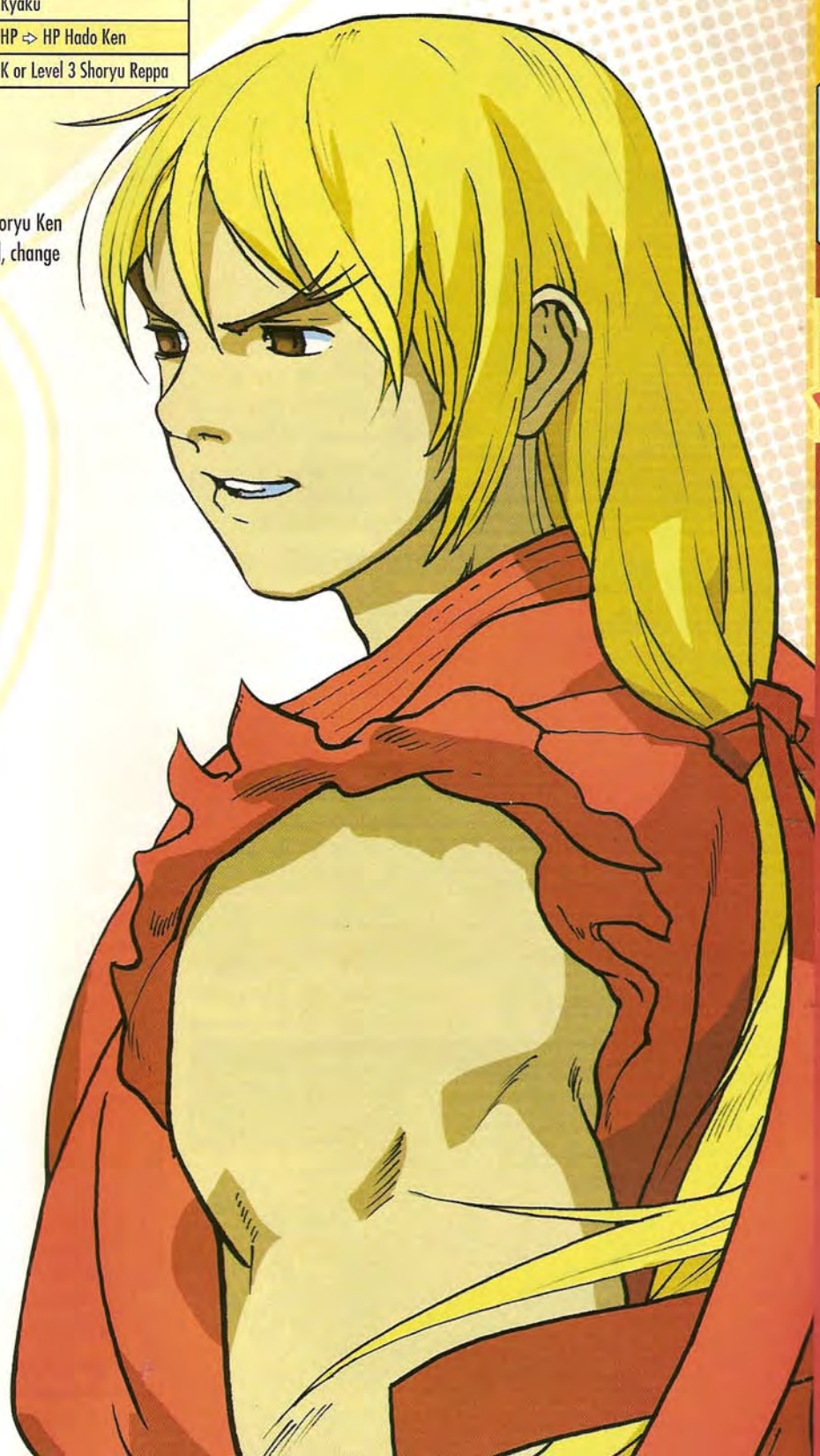
Variable Combos

#1) Anti-Air

HP + MK activation, LP Shoryu Ken ⇒ standing HP ⇒ HP Shoryu Ken
 standing HK ⇒ HP Shoryu Ken) x **N**. When corner is reached, change
 combo to (standing HP ⇒ HP Hado Ken (misses)) x **N**.

#2) Corner

LP + LK activation, crouching MK ⇒ (HP Hado Ken) x **N**.



KEN

M. BISON

M. Bison's Objective

An M. Bison player may have a difficult time landing the Super Combos. This is largely due to his lack of Link combos and chainable light attacks that are often safe opening hits to combos. Because of this, M. Bison needs direct openings that give him enough time to accumulate a charge before striking. Since there's really only one way to obtain such an opening, your objective when playing M. Bison is to crush your enemy's guard.

Throws

Deadly Throw	← or → + Any 2 Punch Buttons
Psycho Fall	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X	Psycho Crusher Attack	Charge ← → + Any Punch
A V	Psycho Shot	Charge ← → + Any Punch
X A V	Double Knee Press	Charge ← → + Any Kick
X A V	Head Press	Charge ↓ ↑ + Any Kick
X A V	Somersault Skull Diver	← or → + Any Punch after Head Press
X A V	Somersault Skull Diver	Charge ↓ ↑ + Any Punch, then ← or → + Any Punch
A V	Bison Warp	→ ↘ or ← ↙ + LP + MP + HP or LK + MK + HK

Super Combos

ISM Availability	Name	Command
X A	Psycho Crusher	Charge ← → → + Any Punch
A	Knee Press Nightmare	Charge ← → → + Any Kick



How to Accomplish M. Bison's Objective

Option 1: Throw a LP Psycho Shot then walk forward behind it

Despite its heavy recovery, the Psycho Shot travels extremely slowly across the screen. From just outside of mid-range, throw a LP Psycho Shot and walk behind it to safely approach your enemy. Since, in most cases, you won't be able to safely establish close range using this technique, use the advantage from the blocked Psycho Shot to force your opponent to block a standing MK. Don't get too predictable with this pattern—the Psycho Shot's heavy starting animation makes it extremely vulnerable to jumps. Use it in combination with basic foot games that revolve around M. Bison's standing MK, which bolsters enough speed and range to be used as an all-purpose poke. Dance in and out of your opponent's maximum attack range and periodically perform standing MK. Anticipate jump attempts and punish them to keep your opponent honest. Once they're afraid to jump, throw another LP Psycho Shot and walk behind it. When your opponent's Guard Meter is low enough, perform a crouching HK from mid-range or closer to break their guard. Since it's a sliding attack, crouching HK leaves you directly next to your opponent after the Guard Break. Lay down the hurt with a Variable Combo or crouching MP ⇒ Level 3 Knee Press Nightmare to finish the job.



Basic Strategy

Offensive Notes

Close standing MP has a large window of advantage after it when blocked. This allows you to use this maneuver for effective Guard Break patterns in wake up situations. This such pattern is simply close standing MP, crouching MP, then standing MK. Each of the attacks used in this string have advantage after them, so attempting to stop it with anything but a reversal special attack with invulnerability is difficult. Additionally, if close standing MP happens to connect on a Counter Hit, the following crouching MP links afterwards. You can even turn this pattern into a basic Counter Hit setup by occasionally walking forward and throwing after the close standing MP. Once your opponent is afraid of the throw, the follow up crouching MP may start hitting your confused enemy.



Defensive Notes

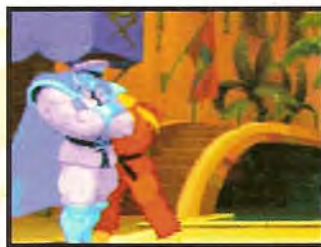
M. Bison's Alpha Counter in A-ISM is very unique. When initiated, M. Bison teleports behind his opponent without attacking. If performed against a recovery Heavy attack, it's often possible to hit your opponent before they can defend. However, keep in mind that if this technique is performed against a projectile, M. Bison simply teleports in place.



When it comes to anti-air, your options are fairly limited. Your most effective answer is a Level 2~3 Psycho Crusher, both of which cleanly beat jump attacks for big damage. Crouching MP also works against frontal jumping moves that don't have downward angles of attack. It's possible to cancel crouching MP into a Level 1~3 Psycho Crusher if you have the meter available for a cool anti-air juggle. Aside from those, your only other option is an early jumping attack, preferably jumping HP or LK. If either connects on a Counter Hit near a corner, Crouch Cancel your landing and juggle your opponent with crouching MP ⇒ HK Head Press ⇒ Somersault Head Diver.



Finally, use the Bison Warp (→ ↓ ↘ + LK + MK + HK) to make an escape if your opponent ever corners you. It's completely invulnerable on startup, so it's possible to do it to pass through a normal move or a jumping attack. Always do the Kick version, which travels the longest distance.



ISM Specifics

X-ISM

Since the Knee Press tends to miss against some crouching characters, the Psycho Crusher Attack gives M. Bison something better to cancel into if he gets an opening. Unfortunately, his Psycho Shot is much more important to him than the Psycho crusher Attack, making the attack change a big loss to M. Bison's game.



A-ISM (Recommended)



Despite their heavy charge time, M. Bison's Super Combos are very useful. Having access to Level 1 or 2 Super Combos allows M. Bison to take advantage of those rare occasions where he scores a Counter Hit crouching LP. It also doesn't hurt to have a Level 3 Psycho Crusher available, which is a viable anti-air option that deals 55% damage to your foe with a single move.

V-ISM

M. Bison's one useful Variable Combo deals roughly the same amount of damage that his Super Combos do. The only positive that they offer is the absence of a charge time. This is, however, may not be worth the loss of Level 1 and 2 Super Combos.



M. BISON

Advanced Tactics

Counter Hit Crouching LP

Because of the lack of chainable Light attacks and the charge requirement on his Super Combos, it's often difficult for M. Bison to land damage safely. To compensate for the problem, it's helpful to use Counter Hit set-ups in order to perform combos that aren't normally possible. The following illustration shows an example of a Counter Hit set up.

Hold and Perform a Blocked Crouching LP




After you recover from the LP initiate either:



A late Punch throw. Since quick light attacks usually beat throws, this is best option to use in order to get your enemy to attempt counter attacks after crouching LP.



Continue holding  and perform an early crouching LP followed by crouching MP. If the crouching LP connects on a Counter Hit, the following crouching MP links afterwards, which can then be canceled into a Level 1~3 Psycho Crusher or Knee Press Nightmare for big damage.



Crouching LP tends to score Counter Hits in other situations as well. For example, perform M. Bison's Somersault Skull Diver and direct the follow up dive punch to hit as late as possible (near your opponent's feet). After you recover from the Skull Diver, walk forward and throw your opponent, or perform crouching LP. If crouching LP connects on a Counter Hit, link crouching MP \Rightarrow level 1~3 Psycho Crusher.



Combos

ISM Availability	Command Sequence
△ ↓ ↓	Jump in HK, crouching MP ⇒ LK Double Knee Press
△ ↓	Jump in HK, crouching MP ⇒ Level 1~3 Psycho Crusher
△	Jump in HK, crouching MP ⇒ HP Psycho Crusher Attack
△	Anti-air crouching MP ⇒ Level 1~3 Psycho Crusher
△ ↓ ↓	Near corner, Counter Hit jumping MP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching MP ⇒ HK Head Press ⇒ Somersault Skull Diver

Variable Combos

#1) Ground

MP + MK activation, crouching MK ⇒ MK Double Knee Press ⇒ (standing HK ⇒ MK Double Knee Press (misses)) x **N**. When corner is reached, change combo to (standing HK ⇒ → ↓ ↓ + LP + MP + HP ⇒ MK Double Knee Press (misses)) x **N**.



M. BISON

RAINBOW MIKA

R. Mika's Objective

With a solid mix of damaging command throws and advantage-heavy normal attacks, R. Mika's strong suit is the art of close range combat. Although she lacks the combos needed to heavily counter her opponent's attempts to stop her deadly throws, her Heavenly Dynamite Super Combo and wide array of safe heavy attacks are more than enough to compensate for this loss. With that said your objective when playing R. Mika is to establish close range.

Throws

X A V	German Suplex	← or → + Any 2 Punch Buttons
X A V	Brain Buster	← or → + Any 2 Kick Buttons
X A V	Headbutt	↖ or ↘ + Any 2 Punch Buttons
X A V	Hip Buster	While jumping ← or → + Any 2 Punch Buttons
X A V	Neck Breaker	While jumping ← or → + Any 2 Kick Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Flying Body Press	While jumping backwards or forwards ↓ + HP
X A V	Knee Drop	While jumping backwards or forwards ↓ + LK
X A V	Rainbow Sobat	→ + MK (← or → + MK in X-ISM)
X A V	Flying Peach	↓↖↘ + Any Punch
X A V	Shooting Peach	↓↖↘ + Any Kick
X A V	Paradise Hold	Rotate 360 + Any Punch
X A V	Daydream Headlock	Rotate 360 + Any Kick, press Punch or Kick rapidly
X A V	Wingless Airplane	In air, →↖↘ + Any Kick

Super Combos

ISM Availability	Name	Command
A	Heavenly Dyanamite	Rotate 720 + Any Punch, press Punch or Kick rapidly
A	Rainbow Hip Rush	↓↖↘ + Any Punch
X A	Sardine's Beach Special	↓↖↘ + Any Kick

Sardine's Beach Special Options

Hashiru	Hold ← or → after Sardine's Beach Special
Dageki: J. Ocean Drop Kick	Press LP during Hashiru
Dageki: Mika Sliding	Press MP during Hashiru
Dageki: Mika Lariat	Press HP during Hashiru
Tobikoshi	Press K during Hashiru
Tobikoshi	Run into your enemy during Hashiru
Haigotori	Press Punch or Kick during Tobikoshi
Moonsault Press	Press Punch or do nothing after Dageki
Missile Kick	Press Kick after Dageki
Paradise Hold	Press ← or → + P after Dageki
Paradise Hold	Hold ← or → after Dageki
Wingless Airplane	Press ← or → + Any Kick after Dageki
Enzui Lariat	Press Punch after Haigotori
Enzui Drop Kick	Press Kick after Haigotori
Rainbow Suplex	Press ← or → + Punch after Haigotori
Daydream Headlock	Press ← or → + Kick after Haigotori



How to Accomplish R. Mika's Objective

Option 1: Establish R. Mika's mid-range offense

Your focus should be to land a crouching HK. Position yourself just outside of your opponent's maximum attack range and move in and out of that distance. If they attempt to attack you without paying attention to your position, punish their missed attack with a crouching HK. If your opponent makes any dramatic movements towards you, stick out a crouching MK to put a stop to their offense. Against foot game oriented characters that like to evade attacks by walking backwards, move forward and throw out an occasional crouching HK to catch them when they are standing. If you see an opening to risk an attack, walk into attack range and use R. Mika's → + MK. It leaves you at a very slight advantage after it's blocked, allowing you to go for a HP Paradise Hold or a Counter Hit crouching MK when you recover.



Basic Strategy

Offensive Notes

R. Mika's Flying Body Press (while jumping forwards + + HP) is your main attack option in wake up situations. Because of its massive attack area that envelops both sides of her body, this maneuver can be used as a cross-up attack. The best situation to utilize this move is after hitting your opponent with crouching HK. Following the knockdown, immediately jump forward. Perform a Flying Body Press as low to the ground as possible to meet your opponent as they stand up, or don't do a jump attack and execute a HK Daydream Headlock as you land. If the Flying Body Press hits, link the combo of your choice afterwards. If it's blocked, stage a follow up attack consisting of either a LK Daydream Headlock or crouching LP x 2.

Speaking of crouching LP x 2, this happens to be R. Mika's only verifiable attack opening outside of the Flying Body Splash. It chains directly into crouching LK, which can then be canceled into a Level 2 or 3 Sardine's Beach Special for damaging combo opportunities. Additionally, it's possible to cancel crouching LK into one of her many special attacks to mount follow up guessing games if the initial chain is blocked. The following is a chart that illustrates the options available to you whether or not crouching LP x 2 connects.

Crouching LP x 2 → Crouching LK



If it connects:



Cancel crouching LK into a level 2-3 Sardine's Beach Special ⇒ Dageki: Mika Lariat ⇒ Moonsault Press.



If it's blocked:



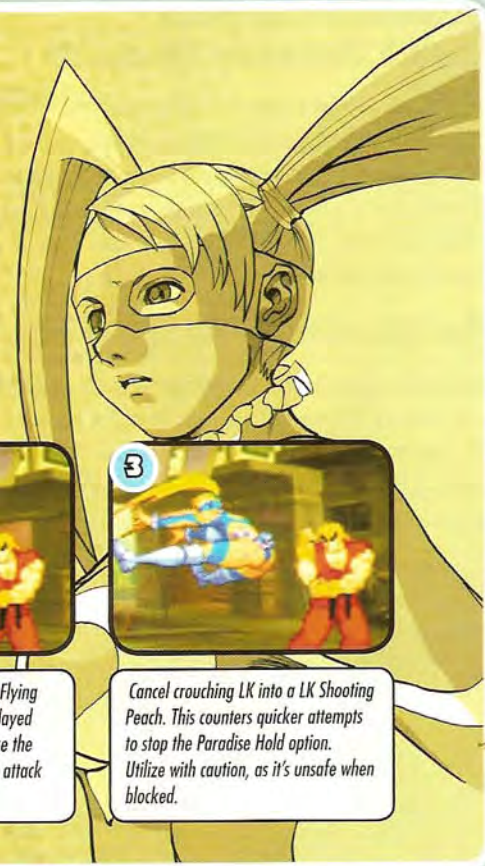
Cancel crouching LK into a HP Paradise Hold. Use this option against a defensive opponent who's afraid to attack.



Cancel crouching LK into a LP Flying Peach. This option counters delayed attempts to stop what looks like the Paradise Hold. Safe to counter attack when blocked.



Cancel crouching LK into a LK Shooting Peach. This counters quicker attempts to stop the Paradise Hold option. Utilize with caution, as it's unsafe when blocked.



RAINBOW/MIKA

Defensive Notes

Although often risky because of its tendency to miss, crouching MP works against most jumping attacks performed directly on top of you. If it hits normally against a jump, it's possible to walk under your opponent as they start to fall and attack them from the opposite direction. You can dictate which side you end up on, front or back, making it very difficult for your opponent to defend against your coming attack. Outside of that, your only other anti-air option is an early crouching HP canceled into a HK Shooting Peach. Although it works against most of your opponent's options, jump attacks with steep downward angles, like Karen's jumping LK, beat this move entirely.



ISM Specifics



The attack power increase certainly helps improve the damage on Sardine's Beach Special. That, in combination with the Guard Meter damage increase, enables R. Mika to easily break her opponent's guard and take advantage of it. Unfortunately, the loss of her Heavenly Dynamite Super Combo may be too much to bear...



A-ISM (Recommended)

In A-ISM, R.Mika's entire game revolves around her Level 1 Heavenly Dynamite. At Level 1, this inspiration to all things grappling packs enough invulnerability to slip through the majority of the normal attacks your enemy might fling at you. It even eradicates an eye popping 35% of your foes life bar. The Super Combo alone makes A-ISM R.Mika a reasonable choice.



V-ISM (Recommended)

Cool looking, and easy to execute, R.Mika's anti-air Variable combo deals a whopping 80%. This is more than enough comeback power to compensate for the loss of her Heavenly Dynamite Super Combo. The only other negative worth mentioning is that her Rainbow Sobat isn't cancelable in V-ISM. This is hardly a negative that will keep V-Mika from stardom though.



Advanced Tactics

Level 1 Heavenly Dynamite

One of R. Mika's biggest assets in A-ISM is her Heavenly Dynamite Super Combo. At a mere Level 1, this powerhouse of a throw deals 35% damage while bolstering enough invulnerability to beat normal attacks. It's also fast, making it impossible to leap away from it if your opponent doesn't jump before the Super Combo flashes. This forces your nervous foe to blindly attempt to jump before the Super Combo is initiated. When anticipated, these jumps can be countered with R. Mika's Wingless Airplane or Counter Hit air combos (refer to the last combo in the combo section), making it very risky to attempt to do so. Basic ways to set up a Heavenly Dynamite are after your opponent blocks a Flying Body Press, crouching LP, or a point blank range → + MK. In any of these situations, predict when your opponent may try to jump away and punish the jump with the anti-air of your choice.

The Wonders of Standing HP

Standing HP carries an absolutely massive window of advantage after it. This allows you to link a crouching MK or HK behind it when it connects. The same window of advantage is still present if HP is blocked, which can be utilized to set up follow up attacks. The most opportune moment to employ standing HP is after scoring a knockdown with crouching HK. Once your enemy has been floored, perform the attack early so that it misses just as your opponent stands up, then immediately do a HK Daydream Headlock or a Level 1~3 Heavenly Dynamite. When your opponent is afraid of the command throw, time the HP to hit your opponent on wake up the next time you knock them down. The subsequent chart illustrates some of the options available to you depending on whether or not standing HP hits.

Standing HP



If it connects:



Link crouching MK or HK.



If it's blocked:



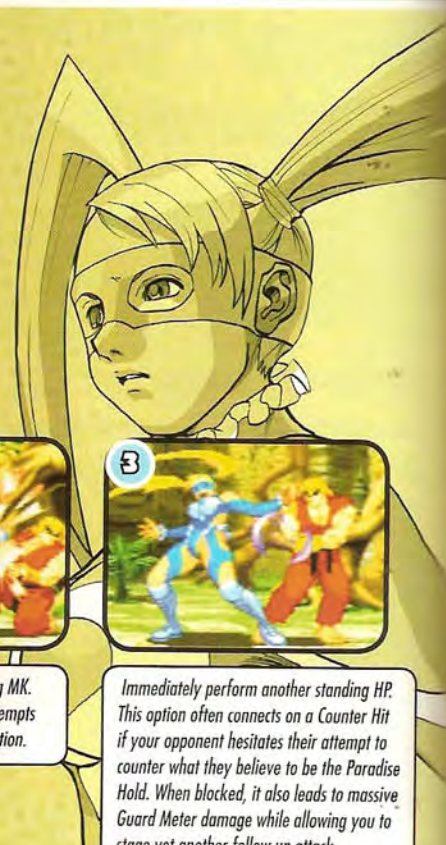
Immediately perform a HP Paradise Hold. Grabs defending opponents that are scared of your other options.



Immediately perform crouching MK. Beats your opponent's early attempts to counter the Paradise Hold option.

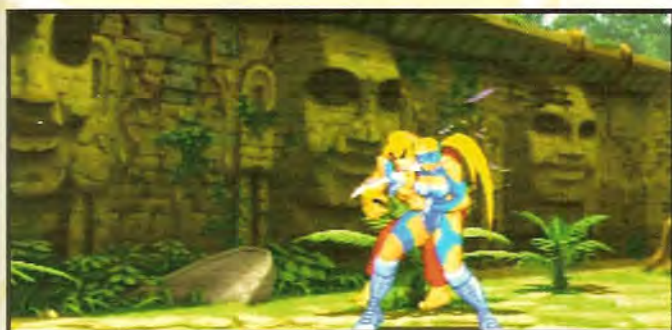


Immediately perform another standing HP. This option often connects on a Counter Hit if your opponent hesitates their attempt to counter what they believe to be the Paradise Hold. When blocked, it also leads to massive Guard Meter damage while allowing you to stage yet another follow up attack.



Kara Canceled Standing HP

Standing HP can be Kara Canceled into a special attack before it even hits. Although seemingly useless in regards to other attacks that can be canceled in this manner, because standing HP moves forward during its starting animation, canceling it into a special attack causes that attack to gain extra range. When it comes to practical uses, canceling standing HP into R. Mika's Daydream Headlock increases the throw's range by a massive amount. This enables you to perform the Daydream Headlock from distances where it is normally useless. In order to Kara Cancel standing HP, perform the sequence $\leftarrow \nearrow \downarrow \nearrow + \text{HP}$, $\nearrow \uparrow + \text{Any Kick button}$ in one smooth motion. This is very difficult to master properly, but with practice, the additional range allows you to utilize the all-important Daydream Headlock after some of her better attack openings (blocked crouching LP x 2 or crouching HP).



Combos

ISM Availability	Command Sequence
X A V	Cross up HP, crouching LK \Rightarrow LK Shooting Peach
X A V	Standing HP, then link crouching MK or crouching HK
X A	Crouching HP \Rightarrow HK Shooting Peach
X A	Cross up HP, crouching LP x 2 \Rightarrow crouching LK \Rightarrow Level 3 Sardine's Beach Special \Rightarrow Dageki: Mika Lariat \Rightarrow Moonsault Press
X	Cross up HP, crouching LP X-ISM chained into crouching HP \Rightarrow Level 1~3 Sardine's Beach Special \Rightarrow Dageki: Mika Lariat \Rightarrow Moonsault Press
X A V	Counter Hit jumping MP (Crouch Cancel landing), jumping HP (Crouch Cancel landing), crouching HP \Rightarrow HK Shooting Peach or Level 1~3 Sardine's Beach Special. Exclude the jumping HP if opponent isn't bounced very high after the first hit.

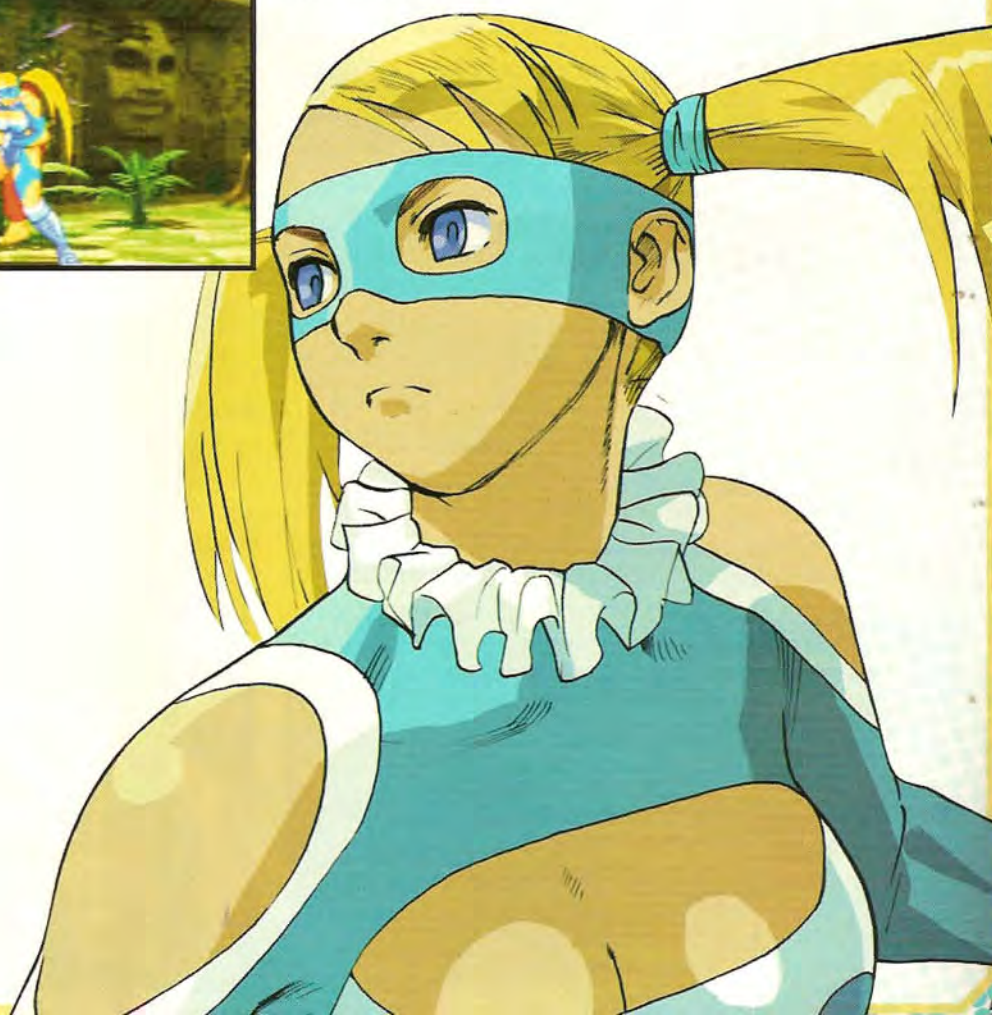
Variable Combos

#1) Anti-Air

LP + LK activation, crouching HP \Rightarrow (MK Shooting Peach x 2 \Rightarrow HK Shooting Peach) x ∞ . When Super Meter hits 20%, cancel into a whiffed crouching HK \Rightarrow off-the-ground HK Daydream Headlock.

#2) Corner

Any activation, initiate a HP Paradise Hold. When you recover, immediately perform another HP Paradise Hold to pick your opponent up off of the ground. Repeat until Super Meter expires.



RAINBOW/MIKA

ROLENTO

Rolento's Objective

Flexible and always mobile, Rolento's objective changes depending on whether or not a full Super Meter is available. Without it, your objective is to keep away from your opponent and build Super Meter. When it's available, a Rolento player's goal should be to pressure his opponent into making mistakes by being aggressive.

Throws

Colonel Carrier	← or → + Any 2 Punch Buttons
Deadly Package	← or → + Any 2 Kick Buttons
Fatality Package	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
K A V	Patriot Circle	↓↘→ + Any Punch (Input command 3 times)
K A V	Stinger	→↓↘ + Any Kick, then press Punch or Kick
K A V	Mekong Delta Air Raid	↓↘← + Any Punch, then press Punch
K A V	Mekong Delta Escape	↓↘← + Any Kick, then move by pressing ← or → + Punch or Kick
K A V	Mekong Delta Attack	Press LP + MP + HP, then press Punch when you land
K A V	Trick Landing	Just before you land, (← or →) + LK + MK + HK
A V	High Jump	Tap ↘↘ or ↙↙
K A V	Spike Rod	While jumping, ↓ + MK (may be repeated after initial hop)
K A V	Fake Rod	→ + MK

Super Combos

ISM Availability	Name	Command
K A V	Take No Prisoner	↓↘→↓↘→ + Any Punch
A	Steel Rain	↓↘→↓↘→ + Any Kick
A	Mine Sweeper	↓↘←↓↘← + Any Punch



How to Accomplish Rolento's Objective

When you have meter: Establish Rolento's mid-range offense

Crouching HK and crouching HP are your main attacks of choice at this distance. Use crouching HK to punish whiffed moves or to catch a mobile opponent standing as they walk backwards. Crouching HP should be used offensively whenever your opponent is definitely in range for attack. It deals massive Guard Meter damage, so whether it connects or not is of no consequence.

Throw out an occasional HK Stinger when your opponent is on the defensive. Rolento recovers just before the knife is blocked, so use the advantage you have to mount a follow up attack. Walk forward and perform an early crouching HK, a late throw, or a late standing LP (if it connects on a Counter Hit, link crouching MK ⇔ HP Patriot Circle).



When you don't have meter: Run away

High Jump away from your opponent and concentrate on building Super Meter by whiffing throws. When your opponent approaches you, perform the Mekong Delta Escape then hold → to fly over your unsuspecting foe to the other side of the screen. Come out of the jump with a jumping HK to build a little more meter, then continue to whiff throws after you land. Repeat this tactic until the desired amount of Super Meter is obtained. Be careful of early jump attacks used to counter the Mekong Delta Escape as you leave the ground. Anticipate these attempts and bait them by whiffing a crouching LP. When they jump, counter their folly with the anti-air of your choice.



Basic Strategy

Offensive Notes

A Rolento player should be heavily reliant on using standing LP as a close range pressure tool. The tactic simply involves walking forward and repeatedly doing it against a defending opponent. The timing on each walk up LP must be adjusted depending on how early you believe your opponent will attack, but if they attempt to attack in-between each LP, the LP will most likely hit on a Counter Hit. You can verify the hit and link crouching MK \Leftrightarrow HP Patriot Circle, scoring big damage and a knockdown. Once your opponent is afraid to attack, toss in an occasional walk up throw to get them anxious to attack again. You can even jump forward and go for a cross up MK, which may catch your opponent off guard.



The beauty of this tactic is that, outside of the basic mix up options, it does so many other things as well. Standing LP does a hefty amount of Guard Meter damage for a Light attack, allowing it to quickly whittle your enemy's Guard Meter to a point where they may start to get nervous. Once your opponent is a little uneasy with the idea of losing their guard, they may go for risky options such as a recovery heavy reversal, which can be anticipated and blocked for a free combo. This is also a great way to bait a Variable Combo activation, which can then be blocked and Alpha Countered or reversed with your own Variable Combo. In cases where your opponent isn't willing to risk performing a reversal, slap them with a quick crouching HP to create a Guard Break and pummel your foe with the combo of your choice.



Defensive Notes

Although standing MP works fine against frontal jump in attempts, jumping LP should be your most used anti-air option. If it connects on a Counter Hit, it's possible to juggle after it with various combos. If jumping LP is performed early during your jump, Crouch Cancel your landing recovery into close standing HP \Leftrightarrow HK Stinger. If jumping LP hits during the descent of Rolento's jump, Crouch Cancel your landing recovery and juggle with a forward jumping MP, then Crouch Cancel your recovery again into a crouching HP. Because it's a jumping attack, mix in an occasional air throw to keep your opponent from air blocking jumping LP.



ISM Specifics

X-ISM (Recommended)

X-ISM Rolento doesn't have access to normal jumps. Instead, his normal jump is always his High Jump. In addition to this strange change, his Spike Rod (\downarrow + MK while jumping) doesn't hop off of the ground like it does in A or V-ISM. This is actually incredibly important to X-ISM Rolento as the Spike Rod causes him to drop faster than normal after being initiated. Enabling him to change the trajectory of his jump, the Spike Rod allows him to drop down and attack from any distance despite his jumps hurling him across the screen at blinding speeds.



A-ISM (Recommended)

Despite the fact that Rolento's Mine Sweeper and Steel Rain Super Combos are largely ineffective, having access to Alpha Counters are a huge help to his game. Rolento has no reversals at his disposal, so a Rolento player often has a difficult time keeping someone off of him if they manage to get close. A-ISM's Alpha Counter allows an effortless break in an opponent's offense and shifts the momentum of the match.



V-ISM (Recommended)

Rolento isn't your typical V-ISM character. Although he has a mid-screen Variable Combo, many of his V-ISM strengths rely on confusing the opposition with ground chains canceled into High Jump mix-up patterns when an enemy is cornered. This is effective to some extent, but not quite as threatening as the raw damage VC options other characters have. V-ISM Rolento has the ability to do jump attacks after bouncing off of the ground with his Spike Rod (\downarrow + MK while jumping). This ability isn't present in either A or X-ISM.



ROLENTO

Advanced Tactics

V-ISM Spike Rod

V-ISM's version of the Spike Rod (While jumping, \leftarrow or \rightarrow or \downarrow + MK) allows Rolento to perform jumping attacks after he bounces off of the ground. This is useful for a variety of tricky high/low attacks. For example, hit your opponent with a crouching HK from as far away as possible, then High Jump forward to fly over them. When you land, perform either an immediate crouching MK \Rightarrow HP Patriot Circle, or a late Spike Rod that bounces towards your opponent. After the bounce, initiate either a late jumping HK or let the jump recover completely and immediately do crouching MK \Rightarrow HP Patriot Circle.



Mekong Delta Escape Trickery

The Mekong Delta Escape is not just any other mobility option. The ability to control the distance Rolento flies after he leaps from the wall enables a player to dictate exactly where he lands. When employed correctly, it's possible to force your opponent to guess whether it's safe or not to anti-air Rolento's jumping attack. The following illustration shows how to best use the Mekong Delta Escape depending on how you believe your opponent will react to it.

Perform the Mekong Delta Escape



If you believe your opponent is looking to counter a jump:



After leaving the wall, hold \leftarrow before Rolento reaches your opponent. If done correctly, Rolento will drop a sweeps distance away from his opponent. Any anti-air attempt should whiff in front of you, which can be punished with a crouching HK or the combo of your choice.



If your opponent is afraid to anti-air your jump:






After leaving the wall, hold \rightarrow until Rolento passes over your opponent's head, and then press \leftarrow to steady his flight path. Perform a jumping MK, which should cross-up, hitting your opponent from behind.



After leaving the wall, input no directions and simply perform a late jumping HK during your decent. Hits your opponent from the front.



Combos

SM Availability	Command Sequence
	Crouching MK ⇨ HP Patriot Circle
	Jump in HP, close standing HP ⇨ HP Patriot Circle
	Counter Hit standing LP, linked into crouching MK ⇨ HP Patriot Circle

Variable Combos

#1) Ground

P + LK activation, crouching MK ⇨ HP Patriot Circle ⇨ (standing HK ⇨ High Jump ⇨ Jumping HK (Crouch Cancel landing)) x **M**. When corner is reached, change combo ⇨ standing HK ⇨ jumping MP ⇨ (jumping MP (Crouch Cancel landing)) x **M**.



ROLENTO

ROSE

Rose's Objective

With a blend of interesting Super Combos and strong close-range options, your objective when playing Rose is to knock your opponent down. Once they are floored, Rose's cross-up MK and Soul Illusion options come into play. Keep your opponent in check with cross-up MK loops and link into Rose's wide array of damaging combos to secure a victory.

Throws

Soul Drain	← or → + Any 2 Punch Buttons
Soul Fade	While jumping, ← or → Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Soul Spark	← ↘ ↙ → + Any Punch
X A V	Soul Throw	→ ↘ ↙ + Any Punch
X A V	Soul Reflect	↘ ↙ ← + Any Punch
X A V	Soul Spiral	↘ ↙ → + Any Kick
X A V	Sliding	↘ + MK
A V	Soul-Piede	→ + HK

Super Combos

ISM Availability	Name	Command
A	Aura Soul Spark	↘ ↙ ↘ ↙ ← + Any Punch
X A	Aura Soul Throw	↘ ↙ → ↘ ↙ + Any Punch
A	Soul Illusion	↘ ↙ → ↘ ↙ + Any Kick



How to Accomplish Rose's Objective

Option 1: Establish Rose's mid-range offense

Scoring a crouching HK is your goal at this distance. Lure out attacks using foot games and punish any missed attacks you bait with crouching HK. If your enemy is focused on moving around to evade attacks, walk extremely far into attack range and perform a crouching HK to catch them standing. Since you can't simply rely on landing a crouching HK, bolster your attack options at mid-range with standing HK, ↘ + MK, and crouching MP. Use standing HK to attack from afar and to beat crouching Kick attacks. ↘ + MK is also useful at a distance. It's very fast, making it very difficult to block when performed from maximum range. Finally, crouching MP's incredible recovery makes it difficult to punish and great for building Super Meter (whiff it rapidly at a safe distance). It also has a decent amount of priority against low attacks, so whiff it purposefully on occasion if you anticipate an attack.



Basic Strategy

Offensive Notes

Whenever you land a crouching HK, cross-up MK is your main method of attack. Walk forward a few steps after recovering from crouching HK, then jump towards your opponent. Perform jump MK early, before you pass over your enemy's head to hit them from the front. Initiate the cross-up MK late, after you pass over your enemy's head to hit them from behind. If the cross-up MK hits, link crouching HP \Rightarrow HK Soul Spiral. If it doesn't hit, follow up after the blocked attack with the close-range options of your choice.



After you recover from the attack, initiate either a throw or crouching HP. If crouching HP connects on a Counter Hit, react to the delayed Hitstun and cancel it into a HP Soul Throw. You can replace the crouching HP with a crouching LP followed by crouching MP, which links if the crouching LP connects on a Counter Hit. Cancel the crouching MP into a LK Soul Spiral if it hits.

Outside of Counter Hits, Rose's only verifiable combo opening is crouching LP x 2, which only connects into Super Combos. In order to safely attack your opponent when you don't have any Super Meter, perform a meaty crouching MP on wake up, timed early so that your opponent stands into it very late. If done correctly, the crouching MP should hit late enough to allow you to link another crouching MP after it (which is normally not possible). The following diagram shows what actions to take depending on whether or not crouching MP x 2 connects.

Meaty Crouching MP Linked into Crouching MP



If it connects:



Cancel the second MP into a LK Soul Spiral.



If it's blocked:



Jump forward and perform a cross-up jumping MK. Initiate the jumping MK early to hit your opponent from the front, or late to hit your enemy from behind. Link after the cross-up if it hits with crouching HP \Rightarrow HK Soul Spiral.



Perform an immediate crouching HK when you recover. Stops your opponent's early attempts to counter the cross up MK variation. Also deals massive Guard Meter damage when blocked.



Walk up and perform a crouching LP followed by a crouching HK. If the crouching LP connects on a Counter Hit, the crouching HK follow up will link. Counters your opponent's delayed attempts to attack after recovery from Blockstun.



Walk forward and throw your opponent. Because of the long distance you have to cover, this very risky to attempt. Only worth going for when you're enemy is extremely scared of your other attack options.



Defensive Notes

Crouching HP should be your anti-air option of choice. It can be canceled into a Soul Throw or Level 1 Aura Soul Throw, both of which inflict sizable damage for simple 2 hit air combos. In cases where crouching HP doesn't seem to be cutting it, crouching MP should fit the bill. It's also cancelable into a Level 1 Aura Soul throw.



ROSE

ISM Specifics

X-ISM

Damage increase or not, X-ISM Rose needs a lot of work. She loses access to her Level 1 Soul Throw and Soul Illusion Super Combos, which are huge assets to her game. The only thing she gains out of the deal is the X-ISM chain system, which makes it easier for her to deal damage after landing a cross-up MK.



A-ISM (Recommended)

Access to the Level 1 version of the Soul Throw tightens her anti-air options. The Soul Illusion, although comparatively weak to a Variable Combo, is useful because of its multi-level activation scheme. Pack that with Alpha Counters, airblocking, and the Aura Soul Spark, and A-ISM Rose has everything she needs to get by.



V-ISM

Rose has the Variable Combos she needs to get by. Her only drawback is that her anti-air VC is difficult to utilize because of the LP Soul Reflects slow starting speed. If the VC isn't activated late enough, your enemy's jump attack will simply hit her out of the VC...



Advanced Tactics

Soul Reflect

The Soul Reflect has a variety of uses against projectiles. The LP Reflect absorbs projectiles, increasing your Super Meter by a large amount. Absorbing projectiles in this manner also increases the damage Rose's Soul Spark inflicts by a small amount. This increase is exponential, increasing further as you absorb more and more projectiles. This damage increase only affects one Soul Spark, however.

The MP and HP Soul Reflect bounce projectiles back towards your opponent. The MP Reflect bounces them forwards, while the HP version fires them upwards at a 45-degree angle. This is incredibly important to keep in mind against projectile oriented characters like Ryu and Charlie. In Charlie's case, his entire ground game revolves around his LP Sonic Boom, which he walks and jumps behind to safely establish his desired position. If you believe he's going to throw a LP Sonic Boom and jump behind it, use a HP Soul Reflect to bounce the Sonic Boom upwards and punish his jump. In cases where he simply wants to walk behind a LP Sonic Boom, use the MP Reflect to bounce it towards him, and then start walking behind it to gain your desired position.



Utilizing Soul Illusion Effectively

The Soul Illusion's after images hit after each of Rose's attacks at a much faster pace than they did in Alpha 2. Although the extent of the damage and link combo possibilities have been lessened, it still has its uses. It still enables you to perform link combos that aren't normally possible, while also making it easier to link after Rose's cross up MK. The following example shows a unique attack option that revolves around the Soul Illusion.

Soul Illusion Cross-up MK Loop

At a mere Level 1, it's possible to activate this Soul Illusion in a variety of situations to mount cross-up MK loops. These loops are extremely difficult to block, easy to link after, and have a very high chance of dizzying your opponent.

This tactic is usually initiated off of two situations. The first is finding a moment to hit your opponent with crouching MP \Rightarrow Level 1 Soul Illusion. After the Soul Illusion's activation, immediately link a crouching HK afterwards. The second situation is to simply punish a missed move with crouching HK. After you recover from the HK, immediately activate a Level 1 Soul Illusion.



1 Punish a missed move with crouching HK then activate a Level 1 Soul Illusion or combo crouching MP \Rightarrow Level 1 Soul Illusion, linked into crouching HK.



2 Walk forwards a step and jump towards your opponent. Perform either an early cross-up MK to hit your enemy from the front, or a late MK to hit them from behind. Link after the cross-up MK with crouching LP linked into crouching HK.



3 Jump towards your opponent and perform another cross-up MK. Perform either an early cross-up MK to hit your enemy from the front, or a late MK to hit them from behind. When the MK hits, link crouching HP \Rightarrow HK Soul Spiral to dizzy any opponent with a Stun Stamina rating of 40 or lower (refer to the Alpha 3 Specifics Section).

Combos

ISM Availability	Command Sequence
X A V	Meaty crouching MP, linked into another crouching MP \Rightarrow LK Soul Spiral
X A V	Jump-in HK, crouching HP \Rightarrow HK Soul Spiral
X A	Cross up MK, crouching LP x 2 \Rightarrow Level 2~3 Aura Soul Throw
A	Anti-air crouching HP \Rightarrow Level 1 Aura Soul Throw
A	Cross up MK, crouching MP \Rightarrow Level 1 Soul Illusion, link crouching LK \Rightarrow Level 2 Aura Soul Spark
X	Cross up MK, crouching LP X-ISM chained into crouching HP \Rightarrow HK Soul Spiral

Variable Combos

#1) Anti-Air

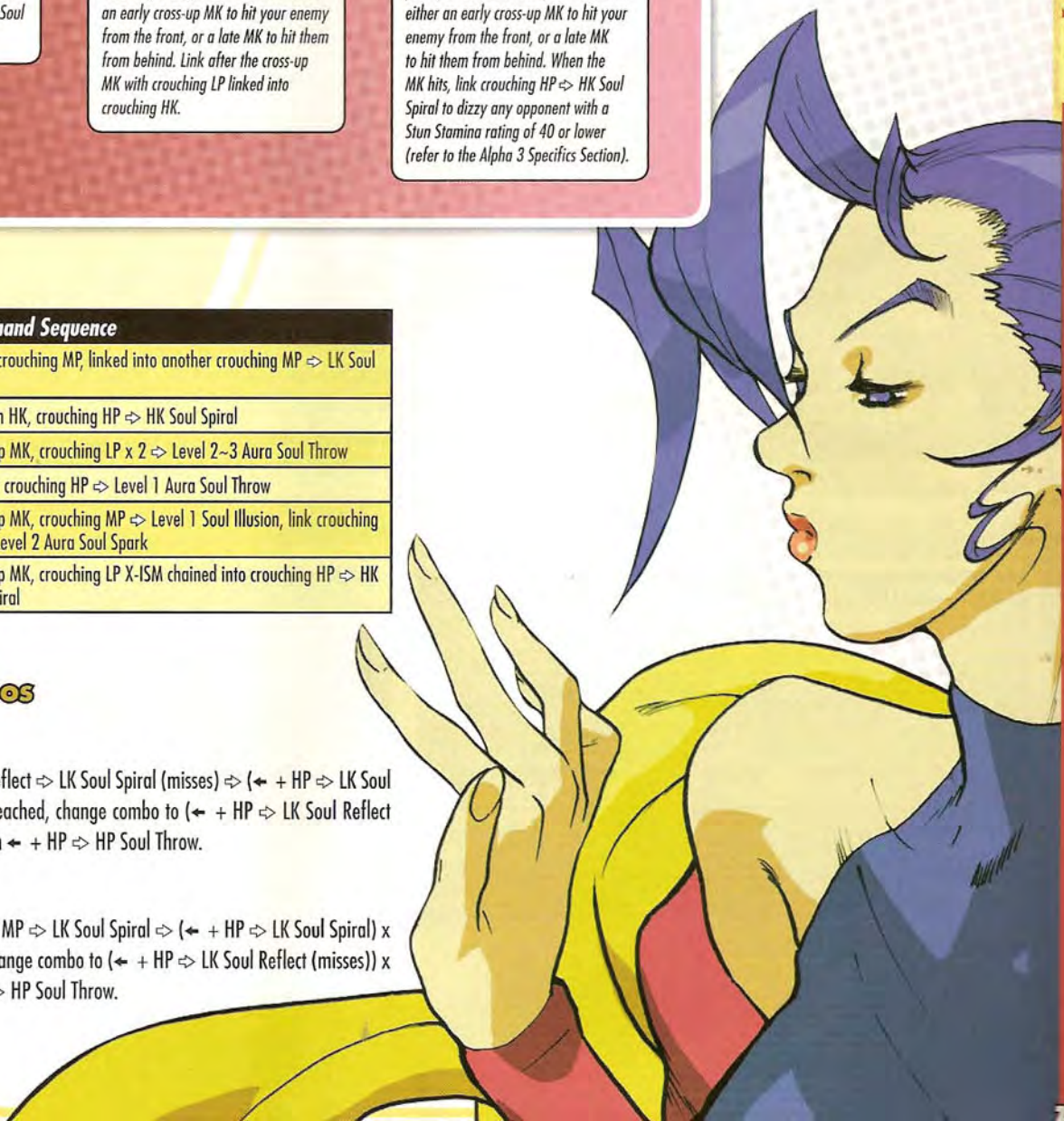
HP + HK activation, LP Soul Reflect \Rightarrow LK Soul Spiral (misses) \Rightarrow (\leftarrow + HP \Rightarrow LK Soul Spiral) x 2. When corner is reached, change combo to (\leftarrow + HP \Rightarrow LK Soul Reflect (misses)) x 2. End combo with \leftarrow + HP \Rightarrow HP Soul Throw.

#2) Ground

HP + HK activation, crouching MP \Rightarrow LK Soul Spiral \Rightarrow (\leftarrow + HP \Rightarrow LK Soul Spiral) x 2. When corner is reached, change combo to (\leftarrow + HP \Rightarrow LK Soul Reflect (misses)) x 2. End combo with \leftarrow + HP \Rightarrow HP Soul Throw.



ROSE



RYU

Ryu's Objective

A well-balanced character with few weaknesses, Ryu can be played in a variety of ways. Even still, his strongest asset is his mid-range capabilities, which largely revolve around his Hado Ken. When utilized correctly, the immense pressure Ryu can apply to an opponent on the ground slowly pushes an opponent towards a corner. Once cornered, his plethora of corner based Variable Combos become available to him. Many of these Variable Combos can eliminate 80% of your adversary's life bar in a single stroke. Because of this, your goal when playing Ryu is to corner your opponent.



Special Attacks

ISM Availability	Name	Command
X A V	Hado Ken	↓↘→ + Any Punch
A V	Hado no Kamae	↓↘→ + Select
X A V	Shakunetsu Hado Ken	←↘↓↘→ + Any Punch
X A V	Shoryu Ken	→↓↘ + Any Punch
X A V	Tatsumaki Senpu Kyaku	↓↘← + Any Kick (may be performed while jumping)
X V	Seichu Nidan Tsuki	→ + HP
X A V	Sakotsu Wari	→ + MP
A V	Senpu Kyaku	→ + MK

Super Combos

ISM Availability	Name	Command
X A	Shinku Hado Ken	↓↘→↓↘→ + Any Punch
A	Shinku Tatsumaki Senpu Kyaku	↓↘←↓↘← + Any Kick
A	Metsu Shoryu Ken	↓↘→↓↘→ + Any Kick (Level 3 only)
A	Shin Shoryu Ken	Connect the Messatsu Shoryu Ken from as far away as possible.

How to Accomplish Ryu's Objective

Option 1: Establish Ryu's mid-range offense

Stand just outside of your opponent's maximum attack range. Adjust your position to match theirs when they move around. From this distance, Ryu's Hado Ken cleanly beats most low attacks while also being very difficult jump over on reaction. Anticipate when your opponent may try to attack then throw a HP Hado Ken. Fake Hado Kens by whiffing an occasional LP. This may trick your opponent into jumping towards you. If they jump, counter it with a late Shoryu Ken. If they don't take the bait, immediately throw another HP Hado Ken to push them away from you. Blocked or not, every Hado Ken that isn't jumped over pushes them closer and closer to the corner. Throw in the occasional Senpu Kyaku to go over anticipated low attacks and crouching HK to punish any missed moves you see. The only thing you need to be cautious of is Super and Variable Combos used to punish your Hado Kens. If your opponent has Super Meter, play cautiously and whiff standing LPs to bait a sporadic attempt to counter your projectiles.



Basic Strategy

Offensive Notes

Ryu's close range offensive capabilities revolve around his crouching LK x 2 opening. Crouching LK can be canceled into the majority of his special attacks for a variety of easy to perform combos. If crouching LK x 2 is blocked, use the extended Blockstun after the attack recovers to initiate a secondary attack. The following illustrates what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into crouching LK ⇒ HP Hado Ken or a Level 3 Shinku Hado Ken.



If it's blocked:



Walk up and Punch throw your opponent.



Walk up crouching LK (Counter Hit), link crouching MK ⇒ HP Hado Ken or Level 3 Shinku Hado Ken.



Crouching MK ⇒ HP Hado Ken.



Senpu Kyaku.



RYU

Defensive Notes

Both crouching HP and standing HK work well as anti-air maneuvers. Crouching HP is better suited for closer jump attempts, while standing HK is more useful against jumps from further away. If you have the dexterity to do it, crouching HP can also be canceled into a LP Shoryu Ken for a 2 hit air combo. In tighter situations where there's not enough time to execute a normal attack, the Shoryu Ken is your main defensive maneuver. It works well as anti-air (If done late) and as a reversal on wake up.



ISM Specifics

X-ISM

X-ISM's high damage output gives Ryu a huge damage boost, making every anti-air Shoryu Ken you land deal a whopping 20%. The X-ISM chain system even gives Ryu a small boost in combo potential. However, the loss of the Senpu Kyaku hurts his mid-range capabilities.



A A-ISM

At a mere Level 1, the Shinku Tatsumaki Senpu Kyaku is almost the perfect reversal. It has a long enough invulnerability window to beat most attacks while also being completely safe to punishment when blocked. At Level 3 this attack can even be juggled after near corners for extra damage.



V V-ISM

Although Ryu doesn't have a consistent Variable Combo mid-screen, his confusion VC, topped with his several corner only VC's, more than make up for the loss. His corner VC's alone can demolish 60-80% of your opponent's life bar in a single combo.



Advanced Tactics Senpu Kyaku Cancellation

Ryu's \rightarrow + MK command attack is a highly versatile poke. It flies over low attacks while moving you forward. The recovery of this attack can also be canceled into a special attack. This enables you to combo a Shoryu Ken after it if the Senpu Kyaku happens to hit. Additionally, although the Senpu Kyaku leaves you at a very slight disadvantage when blocked, the ability to cancel the recovery makes it risky for your opponent to use the disadvantage to stage a counter attack. Because of the risk, your opponent won't be willing to attack after the Senpu Kyaku often, allowing you to occasionally go for a throw or a Counter Hit combo afterwards. This makes the Senpu Kyaku a valuable tool when applying pressure to your opponent at mid-range.



Tatsumaki Senpu Kyaku Mobility

You can use the jumping version of his Tatsumaki Senpu Kyaku ($\downarrow \rightarrow$ + HK) to propel Ryu across the screen forwards or backwards. This is useful for quick retreat or effortlessly escaping corners when your opponent is closing in on you. The command to perform the Tatsumaki Senpu Kyaku the absolute second you leave the ground to jump is different depending on the direction you want to travel. To fly forward, perform the command $\downarrow \rightarrow$ + HK. To fly backwards, input $\downarrow \leftarrow$ + HK. In either case, the command must be performed quickly and smoothly for the aerial Tatsumaki to initiate properly.



Ryu Confusion VC

Mid-screen, activate a Variable Combo directly next to your opponent with MP + MK, then combo crouching MK \Rightarrow crouching HK \Rightarrow LP Hado Ken (misses) \Rightarrow \rightarrow + MK (misses). After the Senpu Kyaku whiffs, your Variable Combo shadow eventually throws a LP Hado Ken. The projectile meets your opponent just as they start to stand up, making it difficult for your opponent to attempt a reversal or distinguish what sort of offensive actions you're making. You have several options at your disposal once you recover from the Senpu Kyaku. The follow illustration shows the options available to you. If any of these options hit, link into another crouching MK \Rightarrow HK \Rightarrow LP Hado Ken to restart the confusion trap.

Crouching MK → Crouching HK → LP Hado Ken → Senpu Kyaku



Jump forward and perform a late jumping HK. Hits your opponent from the front.



Jump forward, do nothing, then do crouching MK ⇔ crouching HK ⇔ LP Hado Ken. Connects when opponent is afraid of the jumping options.



After the first Senpu Kyaku recovers, perform another Senpu Kyaku. This causes your enemy's control scheme to reverse just as the Hado Ken hits them from behind.

1st Player Crouch Cancel Infinite

Ryu's ground-based corner VC (#1 in the Variable Combo section) can transition directly into a Crouch Cancel infinite combo. This only works on the 1st player side. To do so, perform the VC until your super meter drains to 30% or lower, then when the Senpu Kyaku segment comes up, Kara-Cancel it before it hits into a HK Tatsumaki Senpu Kyaku. Immediately after the Tatsumaki recovers, jump forward and perform jumping MP (Crouch Cancel landing) until your opponent becomes dizzied.



Combos

ISM Availability	Command Sequence
X A	Cross up MK, crouching LK x 2~3 ⇔ LP Shikunetsu Hado Ken or Level 1~3 Shinku Hado Ken.
X A V	Jump in HP, crouching MP ⇔ HK Tatsumaki Senpu Kyaku.
V	Crouching LK X-ISM chained into crouching HP ⇔ MP Shikunetsu Hado Ken or Shinku Hado Ken.
X A	Counter Hit crouching LK, link crouching MK ⇔ HP Hado Ken or Level 3 Shinku Hado Ken.
A	While opponent is cornered, jump in HP, crouching HP ⇔ Level 3 Shinku Tatsumaki Senpu Kyaku, juggle with an immediate crouching MP ⇔ HK Tatsumaki Senpu Kyaku.

Variable Combos

#1) Corner

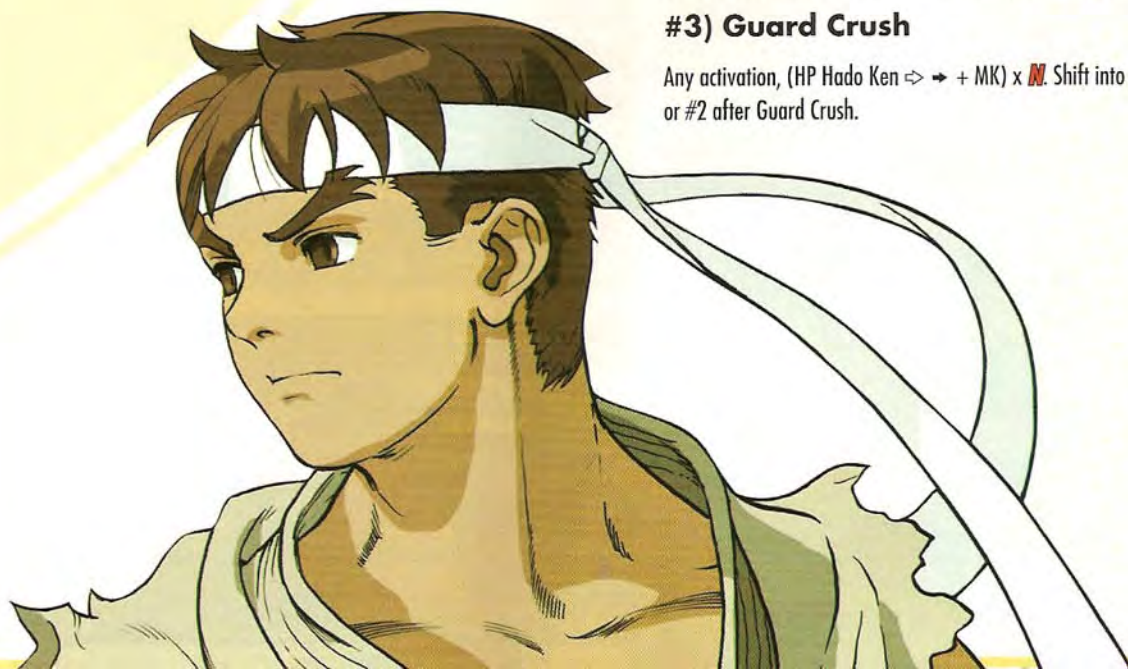
LP + LK activation, (HP Hado Ken ⇔ standing HP x 2 ⇔ HP Hado Ken ⇔ → + MK) x

#2) Corner

LP + LK activation, HP Shoryu Ken (standing HP ⇔ HP Hado Ken) x

#3) Guard Crush

Any activation, (HP Hado Ken ⇔ → + MK) x . Shift into corner Variable Combo #1 or #2 after Guard Crush.



RYU



SAGAT

Sagat's Objective

Your objective when playing Sagat is to lure your opponent to jump towards you. His long reaching limbs allow him to attack from a distance that's difficult for many characters to handle. When played correctly, your enemy's options for dealing with his attacks become limited to jumping and Variable Combos. Anticipate these jump attempts and punish them with a Super Combo, Tiger Blow, or a round-winning Variable Combo!

Throws

Tiger Carry	← or → + Any 2 Punch Buttons
Tiger Rage	← or → + Any 2 Kick Buttons
Kuchu Tiger Carry	While jumping, ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Tiger Shot	↓↘→ + Any Punch
X A V	Ground Tiger Shot	↓↘→ + Any Kick
X	Tiger Uppercut	→↓↘ + Any Punch
A V	Tiger Blow	→↓↘ + Any Punch
A V	Tiger Crush	→↓↘ + Any Kick (↓↘→↘ + Any Kick in X-ISM)
A V	Fake Kick	Press MK twice quickly

Super Combos

ISM Availability	Name	Command
A	Tiger Cannon	↓↘→↓↘→ + Any Punch
A	Tiger Raid	↓↘→↓↘→ + Any Kick
X A	Tiger Genocide	↓↘→↓↘→ + Any Kick
A	Angry Charge	↓↘→ + Select



How to Accomplish Sagat's Objective

Option 1: Establish Sagat's mid-range offense

In order to lure your opponent to jump towards you, position yourself just outside of your opponent's maximum attack range and apply pressure using Ground Tiger Shots, standing MK, and crouching HP. In regards to Tiger Shots, use them with extreme caution. Only throw them when you anticipate an attack from your opponent. If there's any chance they will try to jump, whiff a crouching LP instead and look for the jump. Standing MK misses against some characters, but against the ones it doesn't (Sagat, Zangief, Sodom, Birdie, Dhalsim), it's a highly valuable tool that allows you to attack from a distance that's difficult for your opponent to breach. If your nervous foe ever leaves a gap in his offense that allows you to walk in a little closer, proceed forward and attack with crouching HP. It inflicts massive damage/Guard Meter damage while also leaving Sagat at a slight advantage when blocked. Follow it up with a HK Ground Tiger Shot or whiff a crouching LP and look for a jump attempt.



Basic Strategy

Offensive Notes

Sagat doesn't normally have a single safe or verifiable combo. In order to effectively land his Super Combos, a Sagat player needs to use Counter Hits to perform links that aren't normally possible. One basic Counter Hit setup consists of a blocked crouching LK performed as your opponent is standing up. Follow up after you recover with a throw or another crouching LK. If crouching LK connects on a Counter Hit, it's possible to link crouching MP afterwards and cancel it into the Super Combo of your choice. Use the Counter Hit notification to confirm that the crouching LK connects on a Counter Hit before canceling crouching MP. This avoids needlessly wasting Super Meter if it doesn't actually connect.



Defensive Notes

Sagat's Tiger Blow and Tiger Uppercut are useful as reversals on wake up. They also have enough range to catch anticipated normal attacks from middle to long-range (useful against Dhalsim). When it comes to anti-air options, standing HK works against frontal jump in attempts. In many cases it has to be performed a little early to compensate for the semi-heavy starting animation. Alternatively, in V-ISM it's possible to juggle with Sagat's close standing HP (\leftarrow + HP) and cancel it into a HP Tiger Blow for a damaging anti-jump attack air combo. Finally, a Level 3 Tiger Cannon also bolsters enough invulnerability to work as anti-air. In A-ISM this is Sagat's most damaging anti-air option, so keep it in mind.



ISM Specifics

X-ISM

The damage increase gives Sagat's standing HP \Leftrightarrow Tiger Uppercut combo a terrifying damage boost. However, Sagat doesn't have chainable Light attacks that make use of the X-ISM chain system. His Tiger Genocide Super Combo is also difficult to safely cancel into; making it largely useless outside of Counter Hit set-ups and any situation that isn't a direct opening.



A-ISM

Sagat's Level 1~3 Tiger Raid is the best Super Combo to cancel into off of any Counter Hit scored at close range. It inflicts serious damage and has enough range to combo into it from a distance. Additionally, his Tiger Cannon Super Combo works as an anti-air maneuver at Level 3. The damage output from this attack isn't ideal, however.



V-ISM (Recommended)

Since Sagat lacks flexible attack options that allow him to easily link into his Super Combos, their uses are usually limited to direct openings and anti-air. Since his anti-air Variable Combo deals over double the amount of damage that his Level 3 Tiger Cannon inflicts, picking A-ISM over V-ISM is almost pointless.



SAGAT

Advanced Tactics

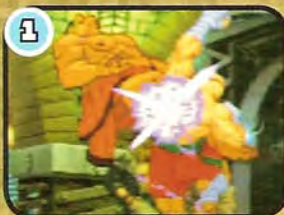
Tiger Crush Your Way to Big Deals and Savings!

Normally it's somewhat difficult for a Sagat player to close the distance on an opponent if a crouching HK is landed. To compensate for this problem, perform a HK Tiger Crush immediately after you recover from crouching HK to quickly move into close range. After you recover from the leaping knee, you have plenty of time to safely set up any throw or meaty attack option you desire. Additionally, it's also possible to jump forward and go for a cross-up LK, which is usually difficult to set up properly because of Sagat's poor jumping distance. The following diagram illustrates how to best use cross-up LK depending on if it hits or not.

Cross-up LK



If it connects:



Link crouching LK ⇒ HP Tiger Blow.



If it's blocked:



Perform a crouching LK followed by a crouching MK when you land. If crouching LK connects on a Counter Hit the following crouching MK will link. Cancel the crouching MK into a LK Tiger Shot if it hits.










Initiate a Punch or Kick throw when you land. Works when your opponent is afraid of your other attack options.



Jump forward and go for another cross-up LK. This may punish recovery heavy attempts to attack you after landing from the first cross-up LK. It's also difficult to block in general.





Combos

Availability	Command Sequence
	Crouching MP ⇨ LK Ground Tiger Shot
	Close standing HP ⇨ HP Tiger Blow or Tiger Crush
	Cross up LK, close standing MP ⇨ HP Tiger Blow or Tiger Crush
	Counter Hit crouching LK, linked into crouching MK ⇨ HK Ground Tiger Shot
	Jump in HK, standing HP ⇨ Level 1~3 Tiger Raid
	Jump in HK, standing HP ⇨ Level 1~3 Tiger Genocide
	Counter Hit jumping MP (Crouch Cancel landing), semi-late jumping MP (Crouch Cancel landing), crouching HP

Variable Combos

#1) Anti-Air

Any activation, LP Tiger Blow ⇨ (standing HP ⇨ HK Tiger Crush ⇨ standing HP ⇨ LK Tiger Crush) x . When corner is reached, change combo to (standing HP ⇨ HK Ground Tiger Shot) x .



SAGAT

SAKURA

Sakura's Objective

Sakura's objective is to establish close range. The deadly combination of her damaging combos, cross-up MK, and setup-oriented Punch throw, give a Sakura player the opportunity to score several mix up opportunities in succession on a successful knockdown. Very few characters can keep an opponent guessing like Sakura can.



How to Accomplish Sakura's Objective

Option 1: Establish Sakura's mid-range offense

In regards to attacking, standing MK and $\leftarrow + HP \Rightarrow$ Hado Ken (V-ISM only) are your main pokes. Against Sagat, Zangief, Sodom, and Birdie, replace standing MK with standing HK. Stand just inside mid-range and slowly push towards your opponent with the aforementioned attacks to pressure them. $\leftarrow + HP$ is practically for free if your opponent isn't sitting on a Super Combo, so abuse it to work their Guard Meter. If you anticipate your opponent may attack, walk backwards to evade their attack. If you see an attack whiff in front of you, punish it with crouching HK then proceed into close-range. If your constant pressure manages to work your opponent's Guard Meter down to nothing, look for the opportunity to break it and score a combo.



Option 2: Jump over one your opponent's attacks

Anticipate a ground attack and jump over it. If you guess correctly and your opponent does an attack, come out of the jump with an attack and link a combo afterwards to score your knockdown. If they don't do an attack, and can't counter your jump (because they weren't looking for it), come out of the jump with a late jumping HK. After you land, use the advantage to go for any basic throw or combo mix up.



Special Attacks

ISM Availability	Name	Command
X A V	Hado Ken	$\downarrow \rightarrow +$ Any Punch, press Punch again up to 2 more times to increase size
X A V	Sho'o Ken	$\rightarrow \downarrow \rightarrow +$ Any Punch
A V	Sakura Otoshi	$\rightarrow \downarrow \rightarrow +$ Any Kick, then press Punch up to 3 times
X A V	Shunpu Kyaku	$\downarrow \leftarrow +$ Any Kick (may be performed in air)
X A V	Flower Kick	$\rightarrow +$ MK

Super Combos

ISM Availability	Name	Command
A	Shinku Hado Ken	$\downarrow \rightarrow \rightarrow \downarrow \rightarrow +$ Any Punch
A	Haru Ichiban	$\downarrow \leftarrow \downarrow \leftarrow +$ Any Kick
X A	Midare Zakura	$\downarrow \rightarrow \rightarrow \downarrow \rightarrow +$ Any Kick

Basic Strategy

Offensive Notes

Crouching LK x 2 is Sakura's main attack opening. It leads into all of her basic combos. Crouching LK itself has advantage after it if it's blocked, so if crouching LK x 2 is defended, stage a secondary attack. The following exemplifies what options to take depending on whether or not crouching LK x 2 connects.

Crouching LK x 2



If it connects:



Chain the second crouching LK into standing LK ⇒ HP Sho'o Ken or Level 3 Midare Zakura.



If it's blocked:



Walk up and Punch throw your opponent.



Close standing HP or + HP (V-ISM) ⇒ HP Hado Ken.



Walk up crouching LK ⇒ standing LK ⇒ HP Sho'o Ken.



Jump forward and go for a cross-up MK.



SAKURA

Defensive Notes

Crouching HP works well as an all purpose anti-air attack. When it connects, it's possible to cancel it into a LP Sho'o Ken for a 2 hit combo. An early jumping MP is also effective as an anti-air maneuver. If it connects on a Counter Hit, cancel your jump recovery into crouching HP ⇒ LP Sho'o Ken for a damaging air combo. Jumping MP can be air blocked, so mix up with the occasional jumping throw to keep your opponent from air guarding jumping MP.



ISM Specifics

X-ISM

The increased damage output works well with Sakura's aggressive nature. Additionally, X-ISM chains give Sakura a slightly modified version of her main combo that deals extra damage (crouching LK x 2 X-ISM chained into standing HP ⇒ HP Sho'o Ken).



A A-ISM

Sakura's many Super Combos can be used for a variety of defensive and offensive options. Her Level 1~3 Shinku Hado Ken for instance acts as a shield against jumping attacks. The Haru Ichiban carries enough invulnerability at Level 1 to be useful as a completely safe reversal. Finally, her Midare Zakura combos easily off of crouching LK x 2 ⇔ standing LK, which is Sakura's strongest attack opening.



V V-ISM (Recommended)

Despite their many uses, Sakura's Super Combos don't hold a candle to her Variable Combos. Her basic anti-air Variable Combo is easy to perform and deals over 50% damage to your opponent. Additionally, the ability to do her hammer punch attack on command in V-ISM (← + HP) gives you an additional high priority poke to use at mid-range. V-ISM Sakura is the clear choice when it comes to play modes.



Advanced Tactics

Ambiguous Cross-up MK Loops

Sakura's jumping MK can be initiated at different points during a jump to cause it to hit the front or back of your opponent. This is performed by doing MK early during the jump to get it to hit from the front, or later during the jump for it to hit from behind. This forces your opponent to make a blind guess every time you go for a cross-up. To add further confusion to the mix, some setups allow you to perform an "empty" jump, which includes jumping forward and not doing a jump attack, then landing and going for an immediate crouching LK combo. This effectively tricks your opponent into blocking high for what they think is a jump attack.

The situations where it's possible to set up a cross-up MK are very specific. The first is after landing Sakura's HP Sho'o Ken. It's possible for your opponent to perform a recovery roll after being hit by this attack, so scare your opponent into straying away from the idea by punishing it a few times. The second opportunity is after landing Sakura's Punch throw, which sets up a cross-up attempt perfectly. In both situations, simply initiate a forward jump a second before your opponent starts to stand up to set up the cross-up.

Counter Hit ← + HP

In V-ISM, Sakura's close standing HP can be performed with the command ← + HP. At specific distances where it's difficult to attack your opponent with anything substantial, ← + HP is a safe option to utilize when canceled into Sakura's HP Hado Ken. Moreover, if this attack connects on a Counter Hit, it's possible to verify the hit and expand the HP Hado Ken into its 3rd size (↘ + HP, HP, HP), which will juggle your opponent after ← + HP knocks them into the air. There are specific situations and setups where ← + HP connects on a Counter Hit often. The following section illustrates an example set up where ← + HP may connect on a Counter Hit.

Blocked ← + MP



If it hits:



Link crouching LK ⇒ HP Sho'o Ken.



If it doesn't hit:



A late walk up throw.



Walk up crouching LK ⇒ standing LK ⇒ HP Sho'o Ken.



← + HP ⇒ HP Hado Ken.



Variable Combo Advice

If you manage to make your opponent block Sakura's Guard Break Variable Combo, repeat the sequence until your opponent loses 90-95% of their Guard Meter. When you reach that point, stop the sequence and cancel into Sakura's Flower Kick (↘ + MK). Since most players are expecting you to simply break their guard, the Flower Kick overhead may catch your opponent off guard as they are blocking low. If it does hit, cancel ↘ + MK, into a LP Sho'o Ken and continue into Sakura's anti-air Variable Combo (see Variable Combo section). Since you left their Guard Meter so close to breaking before you landed the overhead combo, your opponent is ripe for the picking for a wake up Guard Break pattern once they recover from the combo. This leaves you at a much bigger advantage then if you were to simply break your opponent's guard with the Variable Combo, scoring the damage you wanted in the first place while leaving your opponent highly vulnerable to another attack.



Combos

ISM Availability	Command Sequence
X A V	Cross-up MK, crouching LK x 2 ⇨ standing LK ⇨ HP Sho'o Ken or Level 3 Midare Zakura
X A V	Anti-air crouching HP ⇨ LP Sho'o Ken
X A V	Counter Hit ↘ + MK, link crouching LK ⇨ standing LK ⇨ HP Shou'ou Ken
X	Cross-up MK, crouching LK x 2 X-ISM chained into close standing HP ⇨ HP Sho'o Ken
V	Counter Hit ← + HP ⇨ HP Hado Ken (3rd size)

Variable Combos

#1) Ground & Anti-Air

Any activation, LP Sho'o Ken ⇨ (← + HP ⇨ LK Shunpu Kyaku ⇨ ← + HP ⇨ MK Shunpu Kyaku) x Ⅲ. When corner is reached, change combo to (standing HP ⇨ HP Hado Ken (misses)) x Ⅲ. Just before you run out of super meter, end the combo with standing HP ⇨ HK Sakura Otoshi (3 hits).

#2) Guard Break

Any activation, (← + HP ⇨ LK Shunpu Kyaku) x Ⅲ. After the guard break, continue into Variable Combo #1.



SAKURA

SODOM

Sodom's Objective

Your objective with Sodom is to corner your opponent as soon as possible. Once cornered, your heightened ability to control your opponent's movements should allow you to score damage and whittle away at their Guard Meter. Once their Guard Meter is low, Sodom's damaging Daikyo Burning combos become a threat. Your opponent may panic and try to jump out of the corner once their guard is lost. Use those moments of panic to score anti-air damage and knock your opponent back into the corner.



Throws

Shogun Throw (long toss)	← or → + Any 2 Punch Buttons
Shogun Throw (short toss)	← or → + Any 2 Kick Buttons
Daimyo Throw	While jumping ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Jigoku Scrape	↔ + Any Punch
X A V	Butsumetsu Buster	Rotate 360 + Any Punch
X A V	Daikyo Burning	Rotate 360 + Any Kick
X A V	Shiraha Catch	→ ↔ + Any Kick
X A V	Yagura Reverse	← ↔ + Any Kick
X A V	Koten Okiagari	→ ↘ ↓ + Any Punch (reversal only)
X A V	Tengu Walking	← ↘ ↓ + Any Kick (reversal only)
X A V	Tengu Walking	While getting up, ↔ + Any Kick

Super Combos

ISM Availability	Name	Command
X A	Meido No Miyage	↔ → ↔ → + Any Punch
A	Ten Chu Satsu	Rotate 720 + Any Punch



How to Accomplish Sodom's Objective

Option 1: Establish Sodom's mid-range offense

Push your opponent to a corner through zoning and foot games. Sodom's ← + HP (V-ISM only), crouching MP, and crouching HK are the main options at this distance. Use both ← + HP and crouching MP to preemptively stop jump attempts at this distance. Use crouching HK to punish any missed moves you lure out. It's a fairly safe poke when done from as far away as possible, so abuse it when you're at that distance. Sodom's LP and MP Jigoku Scrapes can be used as pokes as well. From maximum range they are mostly safe to counter attack. Use the LP version to attack from afar and the MP version to catch expected jumps as they leave the ground. Jump straight up occasionally in anticipation of jumps and ground attacks. If your opponent jumps towards you as you leave the ground, do an immediate jumping HK to catch their jump. If they miss an attack directly under you, come out of the jump with the combo of your choice. In cases where neither was done, do a late jumping MK on the way down. Set up a Butsumetsu Buster or a Counter Hit combo if they block the attack. Using these tactics, pressure your opponent until they weaken and allow you to slowly to push them towards the edge of the screen.



Option 2: Hit your opponent with a Daikyo Burning

This is the hardest option to utilize. In most cases, this requires you to predict and jump over one of your opponent's moves. If you guess correctly and they attack, come out of the jump with HP, crouching HP ⇒ HK Daikyo Burning. Landing this combo eliminates almost 50% of your opponent's life bar and instantly drags your helpless foe to a corner.



Basic Strategy

Offensive Notes

Sodom's Butsumetsu Buster is easily one of the better command throws in Street Fighter Alpha 3. Although its initial start up is slow, the grab range on this attack is absolutely huge. It allows you to snatch your opponent from unexpected distances. Additionally, the slow start up time enables the Butsumetsu Buster to be canceled into from Light or Medium attacks, in which case it grabs your opponent just as they leave Blockstun. Because of these positives, the Butsumetsu Buster becomes an integral part of Sodom's close range offense.

Another important part of his close range capabilities is his jumping LK. This attack can be used as a cross-up, which is mostly applicable after knocking your opponent down with crouching HK. Although it's difficult to link an attack after it, it still has significant use to Sodom because of his lack of verifiable ground combos. To use it effectively, hit your opponent with a crouching HK, then jump forward just after your opponent hits the floor. Perform an extremely late jumping LK and immediately link close standing MP (\leftarrow + MP in V-ism) after you land. If the jumping LK connected, cancel the close standing MP into a HP Jigoku Scrape for a 3 hit combo. In cases where your opponent happens to block the jumping LK, don't cancel the close standing MP into the Jigoku Scrape. Close standing MP recovers before your opponent leaves Blockstun, so use the advantage to stage a secondary attack. Good options in this situation include walking forward and throwing your opponent, or walking forward and going for a Counter Hit crouching LP (refer to Advanced Tactics).



Defensive Notes

Jumping HK works perfectly as an anti-air attack. If it connects on a Counter Hit, it's possible to Crouch Cancel your jump recovery and juggle with a forward jumping air throw. Near corners, Crouch Cancel the recovery into a forward jumping HP, then land and cancel your jump recovery into crouching HP \Rightarrow MP Jigoku Scrape for a damaging 4 hit combo. Take caution and mix in an occasional air throw when using jumping HK to your opponent from air guarding it. If you're uneasy about the idea, stick with a standalone crouching HP to meet your anti-air needs.



ISM Specifics

X-ISM

X-ISM Sodom carries a Katana, which slightly increases the range of some of his attacks. Crouching MP specifically even gets a small boost in speed. Unfortunately, outside of a Counter Hit set up, Sodom doesn't have a verifiable way to combo into his Meido no Miyage. Since this limits his ability to effectively land that Super Combo, X-ISM Sodom has a difficult time scoring big comebacks.



A-ISM

Sodom's Ten Chu Satsu Super Combo can be used to pass through and beat a variety of ground attacks. Unfortunately, the starting animation on this throw is incredibly slow, making it possible for your opponent to jump away from it on reaction to the super screen. Lacking anything else worth noting, A-ISM Sodom is regrettably a weak choice in terms of ISM choices.



V-ISM (Recommended)

As a character wielding some of the most effective (and easy to execute) Variable Combos in Alpha 3, V-ISM Sodom is an excellent choice. The VC allows him to easily take advantage of any openings his opponent gives him. The threat of the VC helps Sodom's problem against jumping attacks, giving him the ability to control his enemy's position in and push them towards a corner.



Advanced Tactics

Counter Hit Crouching LP

In regards to combos, Sodom is heavily reliant on Counter Hits at close range. He lacks a verifiable combo that's safe to counter attack at this distance. Counter Hit set ups allow you to perform link attacks you normally can't, which then gives you an extra hit to visibly see before you cancel into a Jigoku Scrape. The Counter Hit combo in question is crouching LP linked into standing MK (X and A-ISM) or \leftarrow + MP (V-ISM) \Rightarrow LP or HP Jigoku Scrape. When used in combination with the threat of Butsumetsu Buster, Sodom's ability to land this Counter Hit combo is high. The following section illustrates various ways to land a Counter Hit crouching LP.

Blocked Crouching LP



1 Cancel crouching LP into a HP Butsumetsu Buster.



2 After crouching LP recovers, walk forward and Punch throw your opponent.



3 After crouching LP recovers, perform an additional crouching LP. If it connects on a Counter Hit, link \leftarrow + MP \Rightarrow LP or HP Jigoku Scrape.

Blocked Close Standing MK



1 Perform an early standing MK to meet your opponent as they get up from a knockdown, then cancel it into a HP Butsumetsu Buster.



2 Perform an early standing MK to meet your opponent as they get up from a knockdown. After it recovers, do a second standing MK canceled into a LP Jigoku Scrape.



3 Perform an early standing MK as your enemy is getting up, then walk up and perform a crouching LP. If it connects on a Counter Hit, link \leftarrow + MP \Rightarrow LP or HP Jigoku Scrape.

Combos

ISM Availability	Command Sequence
△▲▽	Jump in HP, crouching HP ⇨ HK Daikyo Burning
△▲▽	Standing MP ⇨ LP, MP, or HP Jigoku Scrape
△▲▽	Cross up LK, close standing MP ⇨ HP Jigoku Scrape or HK Daikyo Burning
△▲	Crouching HP ⇨ Level 3 Meido No Miyage
△▲▽	Near corner, Counter Hit jumping HP (Crouch Cancel landing), semi-late jumping HP (Crouch Cancel landing), crouching HP ⇨ HK Daikyo Burning

Variable Combos

#1) Ground

MP + MK activation, Standing MP ⇨ HP Jigoku Scrape ⇨ (standing HK ⇨ LP Jigoku Scrape (misses)) x **N**. When corner is reached, juggle with standing HK ⇨ HP Jigoku Scrape x 2 ⇨ crouching HP ⇨ LP Jigoku Scrape ⇨ (standing HK ⇨ LP Jigoku Scrape (misses)) x **N**. Just before meters runs out, end VC with standing HK ⇨ HK Daikyo Burning.

#2) Guard Break

HP + HK activation, Standing MP ⇨ (HP Jigoku Scrape ⇨ crouching HP) x **N**. After breaking your opponent's guard, proceed into **Variable Combo #1**.



SODOM

VEGA

Vega's Objective

The Spanish ninja is the master of mid-range combat. His speedy jump and unrivaled normal attacks give him an edge during foot games that few characters can match. Your objective when playing Vega is to control your opponent's movements using his ground game and force your opponent to jump towards you.



Throws

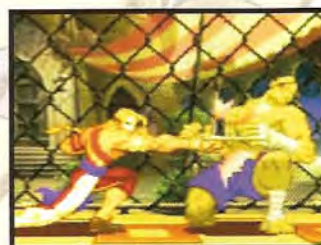
Rainbow Suplex	← or → + Any 2 Punch Buttons
Stardust Drop	While jumping, ← or → + Any 2 Punch Buttons
Crescent Line	While jumping, ← or → + Any 2 Kick Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Rolling Crystal Flash	Charge ←, → + Any Punch
V	Scarlet Terror	Charge ←, → + Any Kick
X A V	Sky High Claw	Charge ↓, ↘ or ↙ + Any Punch
X A V	Kabe Hari Tsuki	Charge ↓, ↘ or ↙ + LK + MK + HK (only works on Vega's stage)
X A V	Backslash	LP + MP + HP
X A V	Short Backslash	LK + MK + HK
X A V	Cosmic Smart	→ + HK
X A V	Sankaku Tobi	Jump against a wall, then press →
X A V	Flying Barcelona Attack	Charge ↓, ↘ or ↙ + Any Kick, then press ← or → to move. Press Punch to attack.
X A V	Izuna Drop	During Flying Barcelona Attack, ← or → + Any Punch when near your opponent.

Super Combos

ISM Availability	Name	Command
X A	Rolling Barcelona Attack	Charge ↘ ↘ ↘ or ↙ + Any Kick, then press ← or → to move. Press Punch to attack.
X A	Hari Tsuki Rolling	Charge ↘ ↘ ↘ or ↙ + LK + MK + HK (only works on Vega's stage)
X A	Rolling Izuna Drop	During Rolling Barcelona Attack, ← or → + Any Punch when near your opponent.
A	Scarlet Mirage	Charge ← ↔ ↔ + Any Kick
A	Red Impact	Charge ← ↔ ↔ + Any Punch (Level 3 only)



How to Accomplish Vega's Objective

Option 1: Establish Vega's mid-range offense

Vega has the fastest walking speed in Street Fighter Alpha 3. It's very difficult for your opponent to accurately track your position if you rapidly walk in and out of your opponent's maximum attack range. This causes them to often misjudge your position and accidentally miss attacks in an attempt to hit you. If this happens, punish the missed attack with crouching HK. Outside of his walking speed, crouching MP is your main attack at this distance. It brandishes incredible range and recovery, making it very difficult to counter. Use it periodically whenever you walk into attack range to pick at a challenger's life bar and Guard Meter. Crouching MK is also useful when you see an opening to walk into attack range. If it connects on a Counter Hit it's possible to link crouching MP after it. Standing MK is useful for countering sliding attacks, like Dhalsim, Guy, Sodom, and Rolento's crouching HK.



Basic Strategy

Offensive Notes

Vega is heavily reliant on Counter Hits to deal damage at close range. In most situations you won't have the opportunity to store a charge for a Rolling Crystal Flash before attacking, so he can't use it in combos. One basic Counter Hit setup is to perform an early crouching LK against your opponent as they stand up. After you recover from the LK, perform either a Punch throw or crouching MK. If crouching MK connects on a Counter Hit, link another crouching MK afterwards. Walk forward a step after the second crouching MK and perform crouching MP to work your opponent's Guard Meter.



Defensive Notes

Vega's defense, outside of Variable Combos, is poor. In most cases you have to rely on standing LP or an early jumping MK or jumping HP to deal with jumping attacks. However, although sometimes risky, an early jumping Kick throw works very well as an anti-air attack. Because of Vega's amazing jump speed, this can be done fairly close to the ground. In regards to his Super Combos, Vega's Level 2~3 Scarlet Terror can be used as a reversal on wake up. It works as anti-air as well, but it misses one too many hits in that situation, causing it to deal pitiful damage.



ISM Specifics

X-ISM

The Rolling Barcelona Attack is useless to Vega unfortunately, and since it's the only Super Combo available to him in X-ISM, he has no alternate way of making a big comeback. Vega also doesn't gain much from the damage increase, nor does he have chainable Light attacks that make use of the X-ISM chain system. Avoid X-ISM at all costs.



A-ISM

Vega's Super Combos do have some use to him, but they all tend to have overbearing weaknesses that make them lackluster. The Scarlet Mirage is usable as anti-air at Level 2 or 3; however, it deals terrible damage against jumping opponents. The Red Impact Super Combo deals a respectable 40% damage when it connects. It's possible to cancel into it off of his crouching LK or MK for a 3 hit combo. Unfortunately, this attack misses against most crouching characters. This, combined with the charge time, makes it difficult to land against a smart adversary.



V-ISM (Recommended)

Despite missing some of the Variable Combo options that other characters have, V-ISM Vega is the key to success. The one worthwhile Variable Combo available to him is his anti-air VC, which is exactly what Vega needs cover his weak defense. He even has access to a secondary anti-air VC that's based on Crouch Cancels. It starts off of a Counter Hit jumping attack, leads to a VC, then shifts into Vega's Crouch Cancel infinite combo (a combo that never ends). This is highly advantageous because of his amazing jump speed that makes it easy to score aerial Counter Hits.



VEGA

Advanced Tactics

Cross-up Flying Barcelona Attack

With the ability to control the flight path of the Flying Barcelona Attack, it's possible to attack your opponent from either side of their body. For example, knock your opponent down with crouching HK, then perform a Flying Barcelona Attack off of the closest wall. After he bounces off of the wall, steer Vega towards the backside of your enemy then press Punch to slash them in the back. The next time you bounce off of the wall, move him towards the front of your opponent, then press Punch. You can add a little more flavor to this by occasionally getting close enough to perform an Izuna Drop. In cases where your opponent is savvy enough to anti-air the attempt all together, occasionally move Vega away from your enemy altogether to avoid anti-air maneuvers. Once the attack misses, punish its recovery when you land with a crouching HK.



Run Away

In cases where you need to build Super Meter before you can effectively attack, use Vega's Flying Barcelona Attack to run away from your opponent. This is done by waiting in a corner for your opponent to approach you. Once they get close, perform the Flying Barcelona Attack towards the opposite wall to safely escape out of the corner while building Super Meter. Keep in mind that your enemy can time a jump attack to catch Vega before he bounces off of a wall. Vary the timing of this technique and anticipate these attempts.



Combos

ISM Availability	Command Sequence
BAV	Jump in HK, crouching LK ⇒ HP Rolling Crystal Flash
BAV	When opponent is cornered, Jump in HK, crouching MK ⇒ HP Rolling Crystal Flash
BAV	Counter Hit crouching MK linked into crouching MP
A	Jump in HK, crouching MK ⇒ Red Impact
A	Against a standing character, crouching LK or MK linked into standing LK ⇒ Red Impact

Variable Combos

#1) Anti-Air

HP + HK activation, standing LP ⇒ HK Scarlet Terror ⇒ standing HK ⇒ (LP Rolling Crystal Flash (misses) ⇒ standing HP) x **N**. When corner is reached, change combo to (standing HP ⇒ standing HK ⇒ Short Backslash) x **N**.

#2) Ground

HP + HK activation, crouching LK ⇒ HK Scarlet Terror ⇒ standing HP ⇒ (LP Rolling Crystal Flash (misses) ⇒ standing HP) x **N**. When corner is reached, change combo to (standing HP ⇒ standing HK ⇒ Short Backslash) x **N**.

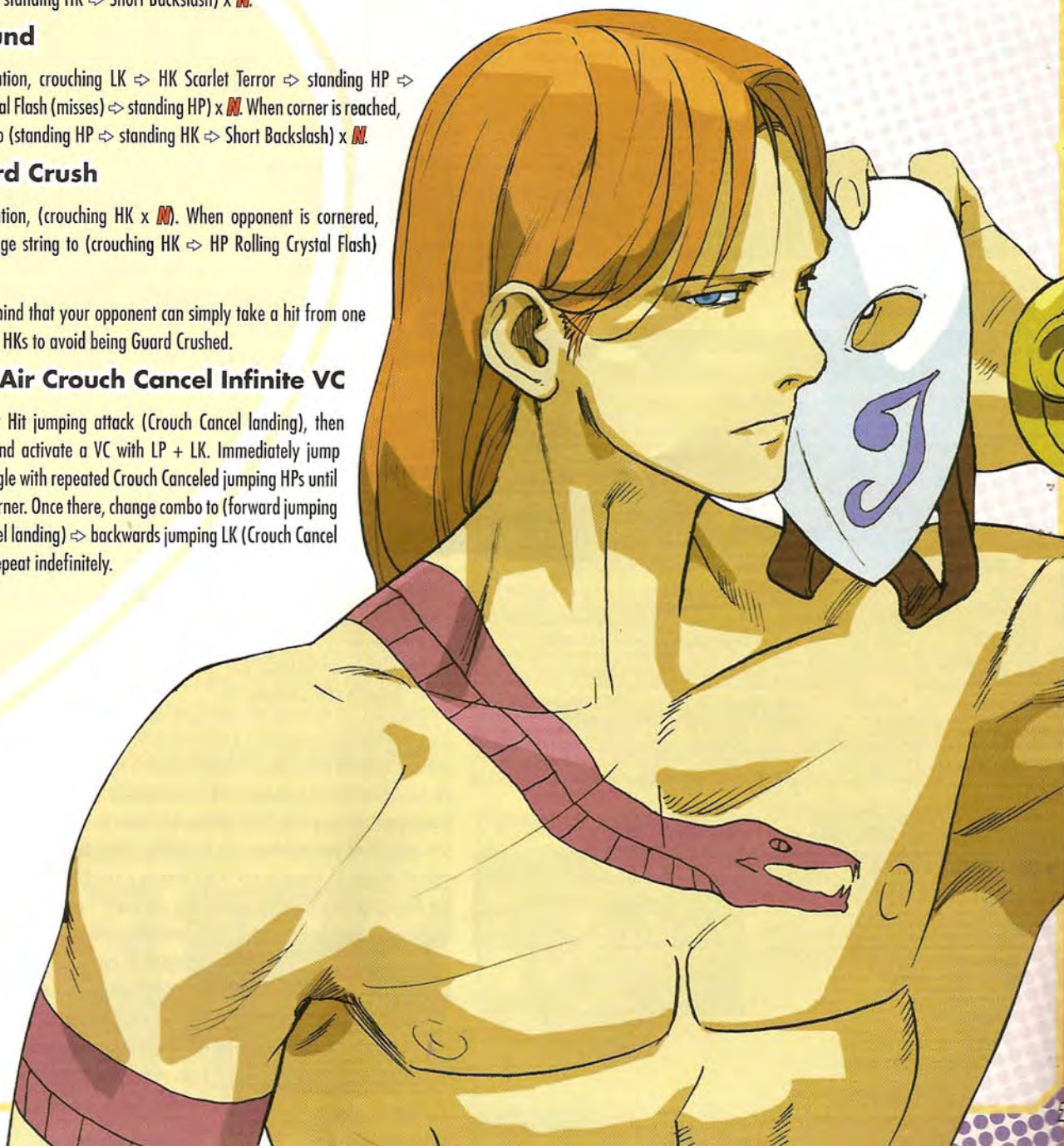
#3) Guard Crush

HP + HK activation, (crouching HK x **N**). When opponent is cornered, possible to change string to (crouching HK ⇒ HP Rolling Crystal Flash) x **N**.

NOTE: Keep in mind that your opponent can simply take a hit from one of the crouching HKs to avoid being Guard Crushed.

#4) Anti-Air Crouch Cancel Infinite VC

Score a Counter Hit jumping attack (Crouch Cancel landing), then jump forward and activate a VC with LP + LK. Immediately jump forward and juggle with repeated Crouch Canceled jumping HPs until you reach the corner. Once there, change combo to (forward jumping LK (Crouch Cancel landing) ⇒ backwards jumping LK (Crouch Cancel landing) x **N**. Repeat indefinitely.



VEGA

ZANGIEF



Zangief's Objective

Zangief's entire game revolves around landing his Spinning Pile Driver or Atomic Suplex. Since you're required to be directly next to your opponent to land these moves, your main goal is to move into close range. Although the idea may be simple, landing either one of the throws resets your position back to long range, making it difficult to keep the momentum of the match in your favor. In order to compensate for this problem, it's also important to focus on cornering your opponent as soon as possible. With a wall behind your trapped rival, it's much easier to regain your lost positioning every time you land a throw.

Throws

Back Drop	← or → + Any 2 Punch Buttons
Kamitsuki	← or → + Any 2 Kick Buttons
Stomach Claw	↘ or ↙ + Any 2 Punch Buttons
Piledriver	↘ or ↙ + Any 2 Kick Buttons
Flying Piledriver	While jumping ← or → + Any 2 Punch Buttons

Special Attacks

ISM Availability	Name	Command
X A V	Double Lariat	Press all 3 Punch Buttons, hold ← or → to move
X A V	Quick Double Lariat	Press all 3 Kick Buttons, hold ← or → to move
X A V	Spinning Pile Driver	Rotate 360 + Any Punch
X A V	Flying Powerbomb	Rotate 360 + Any Kick
X A V	Atomic Suplex	When close to opponent, rotate 360 + Any Kick
X A V	Banishing Flat	→ ↓↘ + Any Punch (→ ↙ ↓↘ Any Punch in X-ISM)
X A V	Body Press	While jumping ← or →, ↓ + HP
X A V	Double Knee Drop	While jumping ← or →, ↓ + LK or MK
X A V	Kuchu Headbutt	Jump up straight up, ↑ + MP or HP
X A V	Headbutt	→ + HP (→ + MP in V-ISM)
X A V	Dynamite Kick	↘ + MK
X A V	Russian Kick	↘ + HK

Super Combos

ISM Availability	Name	Command
X A	Final Atomic Buster	Rotate 720 + Any Punch
A	Aerial Russian Slam	↓↘ → ↓↘ + Any Kick



How to Accomplish Zangief's Objective

Option 1: Establish Zangief's mid-range offense

Although difficult to implement, Zangief's ground game is enough to get the job done. When attacking, crouching HP is your main method of harassment at this distance. Although the initial wind up is slow, once fully extended, crouching HP has massive range and priority. Use it to hold your position when you aren't close enough to attack with anything else. As you approach your opponent, standing MK and ↘ + HK become your main attacks of choice. Standing MK acts as a wall against incoming attacks when performed early. It's also high enough to catch jumps just as they leave the ground. If your opponent ever misses a move at this distance, use ↘ + HK to punish it. Walk forward after landing any attacks. Never retreat because it is vital that you hold your position in order to slowly push your opponent towards a corner. A good way to do this is by jumping straight up when you anticipate an aggressive movement. If your opponent jumps towards you as you leave the ground, do an early jumping HK to meet them in the air. If they whiffed an attack under you, come out of the jump with a jumping HP.



Option 2: Jumping over one of your opponent's attacks

First and foremost, if your opponent has a projectile, you're going to have a world of trouble getting around it. Use Quick Double lariats to safely pass through projectiles you react to. If you anticipate one is coming, jump over it and nail your opponent with a jumping HK linked into ↘ + HK to score a knockdown. Although the length of the jump is lacking, Zangief's jump is fast and low to the ground. If your opponent is



concentrating on dealing with your ground game, anticipate an attack and jump towards them. If they didn't perform an attack, come out of the jump with a semi-late Double Knee Press. After it's blocked, follow up after the Double Knee Press with the close range option of your choice.

Basic Strategy

Offensive Notes

Zangief's method of dealing damage at close range is slightly different than most characters. Because of the speed of his Spinning Pile Driver and Atomic Suplex, which are both instantaneous on start up, your opponent can't beat Zangief's throws using attacks. Instead, they're forced to jump in order to avoid his deadly holds. That being said, your focus is to anticipate your foe's attempts to jump over your throws and punish them accordingly. Countering a jump with a ground combo is very difficult to do outside of a wake up situation so, if you have trouble doing so, you may have to rely on an anti-air.



Knowing this, you'll find that the majority of your throw setups start off of jumping attacks. The best of these attacks include Zangief's Double Knee Drop (↓ + MK while jumping) and his Flying Body Press (↓ + HP while jumping). In the case of the Double Knee Drop, use it when jumping towards your opponent from the front. The Flying Body Press can be used as a cross-up, so save that for situations where you're jumping over your opponent from close range. In either case, after the jumping attack is blocked, land and go for a HK Atomic Suplex or Zangief's Dynamite Kick (↘ + MK). It's possible to cancel the Dynamite Kick into a MP or HP Banishing Flat, resulting in a damaging 2 hit combo. The Banishing Flat leaves you in range for a LP Spinning Pile Driver after it hits. When you recover, perform a LP Spinning Pile Driver or jump forward and do an early jumping HK to catch attempts to jump away from the Spinning Pile Driver. If you miss-time the Dynamite Kick and it doesn't catch your opponent's jump before it leaves the ground, it should recover just before your opponent has a chance to attack. Initiate a Double Lariat when you recover to punish the jump.



Defensive Notes

Always keep in mind that Zangief's Spinning Pile Driver has instant start up. This enables him to use the Spinning Pile Driver as a reversal on wake-up, a method of grabbing extended limbs, or as a means to punish blocked attacks that are normally safe to counter attack. In wake up situations specifically, the Spinning Pile Driver is so feared that your opponent will take measures to avoid it using a jump. If you anticipate your opponent will jump just before you stand up, use Zangief's Double Lariat as you stand up to catch them as they leave the ground. In regards to anti-air, the Double Lariat or Zangief's standing LP both work well. In A-ISM, it's possible to cancel standing LP into a level 1~3 Aerial Russian Slam for a devastating 2 hit combo.



ISM Specifics

X-ISM



Since Zangief places a lot of importance on scoring a lot of damage in a single shot, the increased damage output X-ISM grants certainly doesn't hurt. X-ISM chains also endow him with a useful combo (crouching LP x 3 X-ISM chained into crouching HP), which is certainly something Zangief has always lacked.

A-ISM

The only thing to keep in mind when playing A-ISM is the addition of the Zangief's Aerial Russian Slam. Since the majority of the players you'll face jump in order to avoid his many command throws, a damaging anti-air Super Combo is exactly what the doctor ordered. Cancel into it from Zangief's standing LP for an extravagant looking 2 hit air combo.



V-ISM (Recommended)

Outside of being a game deciding combination, Variable Combos give Zangief an answer for the majority of the problems that may obstruct his path to victory. These problems mostly consist of high priority jumping attacks and projectiles. Since Zangief's biggest hindrance is those two problems, V-ISM is the most consistent choice to make in regards to mode selection.



ZANGIEF

Advanced Tactics

Tactical Crouching LP

Many Zangief players use crouching LP as the forefront for Spinning Pile Driver setups. Although crouching LP leaves Zangief at a slight disadvantage after it recovers, it's chainable into standing LK at any point during its recovery. This enables you to chain crouching LP into standing LK to catch your opponent's attempts to jump away from an anticipated Spinning Pile Driver. Furthermore, standing LK can be canceled into a MP Banishing Flat. If standing LK connects on a Counter Hit, or catches your airborne opponent as they leave the ground for a jump, the MP Banishing Flat connects afterwards for a 2 hit combo. The subsequent example shows how to best utilize your options after crouching LP.

Crouching LP x 1~2



Immediately perform a HP Spinning Pile Driver when you recover. In the case of one LP, swap out the Spinning Pile Driver for a HK Atomic Suplex, which deals more damage.



Chain into a late standing LK ⇔ MP Banishing Flat. Catches late attempts to attack or jump away from Zangief. Delay the standing LK even more if your opponent hesitates before attempting to jump away.



Chain into an early standing LK ⇔ MP Banishing Flat. Beats early attempts to attack or jump away from Zangief.



Chain into standing LK ⇔ HK Flying Power Bomb. Grabs opponent's who are expecting standing LK to be canceled into a MP Banishing Flat. Very risky option, use with caution.

Kattobi Cancel

Zangief has the ability to cancel the early starting frames of his Headbutt (→ + MP) into a Variable Combo. To execute this technique, press → + MP, then quickly input the command for a Variable Combo the absolute second Zangief leaves the ground for the Headbutt. When performed correctly, Zangief will leap across the screen at a very high speed just after VC activation. It's possible to come out of the leap with any of the jump attacks available to you during an upward jump. This technique, although difficult to perform, is useful for a variety of tactics. The most useful of these options is to use it as a means to counter projectiles, many of which give Zangief a world of problems. The start up invulnerability window of a VC with 100% Super Meter is enough to carry you through the projectile as you fly forward. This same tactic can be used to counter enemies utilizing any sort of long-range attack, like one of Dhalsim's limbs.



Combos

ISM Availability	Command Sequence
X A V	Cross up ↓ + HP, ↘ + MK ⇒ MP Banishing Flat
X A V	Crouching LP x 2 ⇒ standing LK
A	Anti-air standing LP ⇒ Level 1~3 Aerial Russian Slam
X	Crouching LP x 2~3 X-ISM chained into crouching HP
X A V	When opponent is cornered, jump straight up and perform a Counter Hit Kuuchuu Headbutt (Crouch Cancel landing), then jump straight up and perform another Kuchu Headbutt. Instantly Stuns your opponent.

Variable Combos

#1) Anti-Air

HP + HK activation, Quick Double Lariat ⇒ (standing HP ⇒ HP Banishing Flat) x **M**. When corner is reached, change combo to standing HK x **M**. When Super Meter drops below 20%, end combo with HP Banishing Flat (misses) ⇒ standing LK (misses) ⇒ off-the-ground HK Atomic Suplex.



ZANGIEF

SUPER GEM FIGHTER MINI-MIX

Released in 1998, Super Gem Fighter Mini-Mix is a lighthearted romp through the Street Fighter franchise. The characters in this game are super-deformed manga children with outlandish stories, ridiculous antics, and hilarious moves. Super Gem Fighter Mini-Mix also features an interesting battle system with obtainable items. The Gems (and other items) that you can collect by hitting your opponent, and from Treasure Chests, are the main focus of gameplay.

Secrets

Play as Dan or Akuma

Move the cursor to Ken and then either left or right, to the upper-left or upper-right spaces, to select Dan or Akuma.

Running Battle-Style Survival Mode

Select Arcade mode while holding the , , and R2 buttons.

Last Boss Mode

Select Arcade mode while holding the , , and R1 buttons.

Random Battle Mode

Select Versus mode while holding the , , and R2 buttons.

Gems

The Gem system adds an interesting twist to the gameplay of Super Gem Fighter Mini-Mix. The special moves that you have come to depend on in other fighting games now require Gems to power them up. Additionally, picking up Gems increases your Mighty Combo Gauge, Gem Fighter's equivalent of a Super Meter. While in most fighting games the Super Meter is located at the bottom of the screen, in Gem Fighter the Mighty Combo Gauge is located directly under the life bar, and is capable of holding a shocking NINE level's worth of Mighty Combos! Replacing the Super Meter at the bottom of the screen are red, yellow, and blue gauges representing your character's special moves.







For example, Ryu's Hado Ken is represented by the blue gauge on the left, his Shoryu Ken is represented by the yellow gauge in the middle, and his Tatsumaki Senpu Kyaku is represented by the blue gauge on the right.

Picking up Gems corresponding to a particular special move color increases the power of that particular special move. As the bar fills, your special move advances to Level 2, then to Level 3. At Level 3, your special move has achieved max power and often has greatly increased priority, range, and damage.

You can produce Gems simply by hitting the opponent or by opening Treasure Chests that appear onscreen occasionally. You can also *steal* your opponent's Gems, thus powering DOWN their special moves, by attacking them with Guard Crush techniques.







Dashing/Running

In Gem Fighter, dashing and running are introduced for more dynamic movement options. To dash, tap ,  for a forward dash or ,  for a backward dash. If you tap  to forward dash and hold the second  input you run at your opponent. Press Punch or Kick during a forward dash/run to perform a lunging attack.



Super-Jumping




Upward mobility is also enhanced in Gem Fighter—tap  then , , or  to perform a Super Jump in the desired direction.



Attacks

Gem Fighter features a very streamlined attack system. Instead of six attack buttons, there is simply one Punch, one Kick, and one button each for Special Attacks and Taunts.

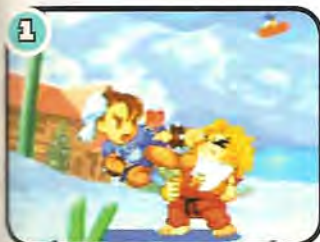
Punch

By default  performs a quick Punch attack. Punch is used to initiate the Flash Combo system when your character is standing.  + Punch performs a move that launches a foe into the air if it connects.  + Punch performs a quick crouching Punch that can be canceled.



Flash Combos

Similar to Alpha's Chain Combos, Flash Combos allow you to string a series of humorous attacks together to inflict damage. Flash Combo execution is very easy—simply perform a standing Punch to begin, then hit either Punch or Kick for either 3 or 4 additional attacks (depending on the character). The first few hits usually combo, but the last few hits usually create some sort of mix-up, like a Special Throw or Guard Crush attempt. Flash Combos produce all sorts of strange and amusing costume changes, with Street Fighter characters becoming maids, construction workers, and even cameo characters from other Capcom games!



Use Chun-Li and jump in with Kick to start a combo.



Now, press Punch to begin a Flash Combo.



Press Punch two more times, Chun-Li transforms briefly into Resident Evil's Jill Valentine, for some spirited gunplay!



Finally, press the Kick button to produce her Special Throw, a mix-up that sends her opponent head-over-heels in love, if it is not avoided.

Kick



By default \times performs a quick Kick attack. If a standing Kick connects it knocks an enemy away, like a Major Counter Hit in Street Fighter Alpha 3. \rightarrow + Kick performs a sweep that floors an opponent. \downarrow + Kick performs a quick kick that can often be canceled.

Special

The Special button serves a variety of purposes. By default this is \odot .

Guard Crush

While Street Fighter Alpha 3 shares the Guard Crush name with Gem Fighter, that is where the similarities end. The Guard Crush techniques in Gem Fighter are unblockable attacks that deal damage to an opponent, but more importantly these attacks knock Gems loose. There are three types of Guard Crush moves, and they grow more powerful the longer you hold the Special button down before release. If you charge a Guard Crush for the maximum amount of time, it produces a Treasure Chest once it hits.



Normal Guard Crush — Special



Hitting Special while your character is neutral performs a Normal Guard Crush. When this connects, your opponent drops Red Gems. When you use this technique, your character performs a move in a hammer-like arc, downward.

Horizontal Guard Crush — \rightarrow + Special

Holding \rightarrow while hitting Special performs a Horizontal Guard Crush. This releases Yellow Gems from your opponent upon contact. When you use this technique, your character performs a move with considerable ground range.



Vertical Guard Crush — \downarrow + Special



Holding \downarrow when hitting Special performs a Vertical Guard Crush. This knocks Blue Gems out of your opponent. When you use this technique, your character performs a move with an upward hitting arc. This attack is useful for hitting airborne opponents.

Guard Return — \leftarrow + Special

Finally, there is the Guard Return. This is a counterattack that is specifically designed to thwart Guard Crush attempts. Press \leftarrow + Special just as a Guard Crush is about to hit you, and the effect will be reversed.

A Guard Crush requires that your opponent actually has Gems in their position to provide full benefit. For example: if your opponent has NO Yellow Gems, but you hit them with a Horizontal Guard Crush, they still take damage, but no Gems are released.



Mighty Combos

Mighty Combos are the Gem Fighter equivalent of Super Combos. They can be performed by normal, Alpha-like motions, or they can be performed using simplified motions and the Special button. For example, you can perform Ryu's Shinku Hado Ken Mighty Combo by performing $\downarrow \rightarrow \downarrow \rightarrow \downarrow \rightarrow$ + Punch, or you can simply input $\downarrow \rightarrow \downarrow \rightarrow$ + Special. For an even more dramatic example, you can do Zangief's Final Atomic Buster Mighty Combo with a full 720 motion and both Punch and Kick buttons together, or you can simply perform a single 360 motion and hit the Special button. This often streamlines execution greatly.



Other Uses for Mighty Combo Gauge

The Mighty Combo Gauge is not just reserved for Mighty Combos—it is also used for Mega Crushes, Counter Crushes, and Guard Cancels.

MEGA CRUSH

If you have at least one level of Mighty Combo Gauge, and at least one special move that's been powered up, you can perform a Mega Crush. A Mega Crush uses ALL of your Mighty Combo Gauge and dumps all of your Gems in exchange for a massive midair attack capable of blowing opponents away! Your Gems are scattered all over the playing field and you might be able to recover them if you are quick, but your Mighty Combo Gauge is exhausted until you build it up again. The Mega Crush is performed by hitting Punch + Kick + Special simultaneously in midair.



COUNTER-CRUSH

A Counter-Crush is similar to a Mega Crush, except it is performed while you are in Hitstun. The requirements for a Counter-Crush are identical to the requirements for a Mega Crush—the only difference is, a Counter-Crush is performed while you are already being hit! This can break many combos and save you, if you are willing to burn the Mighty Combo Gauge and Gems to do it.



GUARD CANCEL

A Guard Cancel is pretty much identical to an Alpha series Alpha Counter—this move allows you to end Blockstun with an attack, at the cost of one level of Mighty Combo Gauge. This technique is useful for reversing momentum and to give you a breather if you are being pressured.



Taunt



This is performed by hitting the Taunt button, which defaults to \triangle . Taunting is a humorous personal action designed to rile up your opponent.

Other Actions

Throws

Throws in Gem Fighter are performed by hitting \leftarrow or \rightarrow + Punch + Kick when near an opponent.



Throw Escapes



This is Gem Fighter's equivalent of a Tech Throw. Throw Escapes are performed by hitting Punch + Kick when you are thrown. If executed quickly enough, you avoid most (or all) of the damage and avoid being flooded.

Special Throws

Each character has a Special Throw that is not avoidable by Throw Escape. The throw must be avoided completely, otherwise it will do damage. Special Throws are performed by either $\leftarrow \downarrow \downarrow \rightarrow$ + Punch + Kick, or $\rightarrow \downarrow \downarrow \leftarrow$ + Punch + Kick, depending on the character. You can tell how this differs from a normal throw, since the whiffed throw animation is different for a Special Throw. Special Throws usually result in very humorous happenings, like Zangief growing irritated at his opponent's interest in the Red Cyclone's dinner, or Chun-Li presenting her opponent with a not-so-secret admirer note! Special Throws can also be activated at the end of Flash Combos, depending on the sequence of Punches and Kicks used to perform the combo. For example, as mentioned earlier, Chun-Li's Flash Combo sequence of Punch, Punch, Punch, Kick makes the last hit of the sequence her Special Throw.



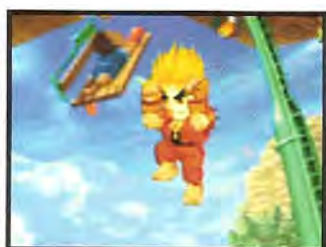
Wakeup Rolls

Hold ← or → + Punch, Kick, or Special to roll to one side or the other before waking up from a knockdown.



Aerial Recovery

Press Punch + Kick when juggled into the air to perform an Aerial Recovery. When you are in Aerial Recovery, your character flashes white, flips out of aerial Hitsun, and can act normally.



Simple Reversals

When floored, simply mash on the Special button to perform an easy reversal move upon wakeup.



Item Balls

In addition to Gems, there are also miscellaneous items that you can pick up to aid your efforts. These are obtained by picking up Item Balls. Item Balls can appear by opening Treasure Chests or by attacking item carriers who hover occasionally at super jump height. Three of these items may be stocked at a time. Item Balls have various effects and are thrown by hitting Kick + Special at the same time. Holding a direction while pressing Kick + Special determines the distance or angle that the item is thrown.



Type of item ball	effect
Flame Ball	Burns up whatever it hits. Leaves enemy in a state that is vulnerable to air combos.
Ice Ball	Freezes whatever it hits. This leaves your enemy in a block of ice momentarily, making them vulnerable to follow up combos.
Poison Ball	Causes damage while leaving your enemy vulnerable to a follow up combo.
Bomb Ball	Blows up whatever it hits. Leaves enemy in a state that's vulnerable to air combos.
Banana Ball	Slip and fall. Leaves enemy in a state that's vulnerable to air combos.
Rock Ball	Turns whatever it hits into stone, leaving them vulnerable to a single hit.
Lightning Ball	Lightning can shock an opponent.

Item carriers and Treasure Chests sometimes yield food as well, such as legs of lamb or delicious cakes. Touching these items will replenish your life bar if you have taken damage. The bigger the food, the more health is replenished, so eat and be merry.

Mighty Concept—Item Ball Canceling

While Gem Fighter is a simpler game than the games in the Alpha series, there are still some advanced techniques in this pint-sized fighter. Throwing an Item Ball is an action that can be canceled. This means that you can cancel throwing an Item Ball into performing a special move or Mighty Combo, in the same way that you can cancel a normal attack. Many characters can use this tactic for pressure and a positioning advantage, and it is occasionally useful in combos.

Normally, it is a disadvantage for a player, using a character like Ryu, to throw a projectile at close-range, since an opponent can just leap over the projectile and attack as they rush forward.



In Super Gem Fighter a Ryu player is prepared! You can throw an Item Ball in an upward arc with → + Kick + Special...



...then cancel the Item Ball throwing motion into Ryu's Hado Ken.



Ryu rushes forward, guarded from the air and the ground by his projectiles!

As stated, Item Balls sometimes serve to extend or create combos as well.



The child-like Red Cyclone grabs his opponent with his wall throw by pressing → + Punch + Kick.



Zangief juggles them as they bounce off the wall with an Item Ball...



...and juggles again with a lunging Punch attack (→, → + Punch).

AKUMA

Akuma's Objective

Like Ryu and Ken, the gameplan for Akuma is to get his enemy to jump at him. However, unlike the other two, Akuma has the ability to effectively go on the offensive if the opportunity arises. Attack your enemy using Go Hado Kens, then anticipate when your opponent will try to jump over them. If you believe a jump is coming, hit it with a Go Shoryu Ken. Build Super Meter playing defensively. When you have it, go on the offensive and mount a surprise attack!

Throws

Go Seioi Nage	Punch + Kick
Tenma Tomoe Nage	→ ↓ ↘ ← + Punch + Kick
Ikken Rakuchaku	← ↙ ↘ → + Punch + Kick (hold buttons to charge)
Zanku Seioi Nage	While jumping, Punch + Kick
Go Tomoe Nage	← ↓ ↘ + Punch + Kick

Command Attacks

Name	Command
Tenma Kujin Kyaku	While jumping forward, ↘ or ↙ + Kick
Go Kakato Wari	→ + Kick
Upper	↘ + Punch
Ashibarai	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Go Hado Ken	↓ ↘ → + Punch
	Zanku Hado Ken	While jumping, ↓ ↘ → + Punch
	Go Shoryu Ken	→ ↓ ↘ + Punch
	Tatsumaki Zanku Kyaku	↓ ↘ ← + Kick (may be performed while jumping)

Non Level Up Special Attacks

Name	Command
Shakunetsu Hado Ken	→ ↘ ↓ ↘ ← + Punch
Ashura Senku	← ↓ ↘ or → ↓ ↘ + Kick
Hyakki Shu	↓ ↘ → ↘ + Punch
Hyakki Go Zan	Do nothing after Hyakki Shu
Hyakki Go Sho	Press Punch after Hyakki Shu
Hyakki Go Sen	Press Kick after Hyakki Shu
Hyakki Go Sai	Press Punch after Hyakki Shu when close
Hyakki Go Tsui	Press Kick after Hyakki Shu

Mighty Combos

Name	Command	Easy Command
Messatsu Go Hado	→ ↘ ↓ ↘ ← ↘ → + Punch	← ↘ ↓ ↘ → + Special
Tenma Go Zanku	While jumping, → ↘ ↓ ↘ ← ↘ → + Punch	← ↘ ↓ ↘ → + Special
Messatsu Go Shoryu	↓ ↘ → ↓ ↘ + Punch	→ ↓ ↘ + Special
Shun Goku Satsu	Punch ⇄ Punch ⇄ → ⇄ Kick ⇄ Special (Level 3 only)	→ ↘ ↓ ↘ ← + Special



Basic Strategy

Offensive Notes

Akuma has one Flash Combo worth doing, which is his Punch ⇄ Kick ⇄ Punch combination. Add a 4th hit to the end of the string with either a Punch (throw) or a Kick (attack) to stage a basic guessing game. The throw variation encases your enemy in stone momentarily, allowing you to combo with the attack of your choice. Perform an immediate ↘ + Punch to nail your enemy for a big chunk of damage when you happen to land it.



Defensive Notes

Akuma's defensive options include his Δ + Punch, which works well as an anti-air attack, and his Go Shoryu Ken, which is useful as both anti-air and as a reversal maneuver on wake up. The Messatsu Go Shoryu is also useful as a reversal, so keep it handy when you are looking for extra damage in defensive situations.



Advanced Tactics

Tenma Kujin Kyaku Tactics

The Tenma Kujin Kyaku is an important offensive option for Akuma. When combined with his Zanku Hado Ken, your enemy's defensive options against your jump attempts are extremely limited. The Zanku Hado Ken is specifically useful for beating attempts to use an anti-air against your jumps, while the Tenma Kujin Kyaku takes advantage of the moments when your enemy hesitates to bolster their defense because of the threat of the aerial projectile.

An interesting way to use the attack is to either jump forward and perform it so it hits your enemy as late as possible, or you purposely whiff the Tenma Kujin Kyaku directly in front of your opponent and go for a crouching Kick, which is very difficult to block if they're expecting the high-hitting dive kick to connect. In either case, link crouching Kick and cancel it into a Messatsu Go Hado for big damage.

The Tenma Kujin Kyaku also has the ability to cross-up, although it's usually not possible to combo after it if it does. It works like any other cross-up as well; perform it just before you completely pass over your enemy's head to have it hit them in the front, or initiate it a little later to hit them from behind. A strangely effective tactic is to repeatedly perform this cross-up in rapid succession against your opponent while varying the side it hits from.



Moving In

When you're looking to close the distance, throw a Go Hado Ken and run behind it. This effectively covers your movement towards your challenger without having to worry about ground attacks. However, this does require that you find a safe moment to throw a Go Hado Ken. In cases where you need to get close, without worrying about the threat of a jump, throw an Item Ball forward and cancel the throw recovery into a Go Hado Ken. The Item Ball should cover the sky while you safely toss the Go Hado Ken forward.



Combos

Command Sequence

- Δ + Punch \Rightarrow Go Hado Ken
- Crouching Kick \Rightarrow Messatsu Go Hado or Shun Goku Satsu
- Tenma Kujin Kyaku, link Punch \Rightarrow Kick \Rightarrow Punch
- Ikken Rakuchaku, then perform Δ + Punch
- Jump-in Kick, link Poison Item Ball, jump-in Kick, crouching Kick \Rightarrow Messatsu Go Shoryu



AKUMA

CHUN-LI

Chun-Li's Objective

Move in for the kill! Chun-Li has an extremely strong close-range offense, which largely revolves around her amazing Punch ⇒ Punch ⇒ Punch Flash Combo. Establish this distance by jumping over one of your opponent's attacks, knocking them down with ↘ + Kick, or throwing a Kiko Ken and running behind it. Don't worry too much about collecting Gems; Chun-Li doesn't need them. Focus on getting next to your opponent and landing Chun-Li's powerful Rinkaisho Mighty Combo!



Throws

Koshuto	Punch + Kick
Seikogyo	↘ ↘ ↘ ↘ + Punch + Kick
Shichunso	↙ ↙ ↙ ↙ + Punch + Kick
Torakuto	While jumping, Punch + Kick

Command Attacks

Name	Command
Yoso Kyaku	While jumping, ↘ or ↙ + Kick
Sankaku Tobi	Jump against a wall, press →
Chudanshu	→ + Kick
Tenku Kyaku	↘ + Punch
Roundhouse Kick	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Kiko Ken	↘ ↘ ↘ ↘ + Any Punch
	Hisho Kyaku	→ ↘ + Any Kick
	Hyakuretsu Kyaku	Press Kick rapidly

Non-Level Up Special Attacks

Name	Command
Spinning Bird Kick	↙ ↘ ↘ ↘ + Any Kick

Mighty Combos

Name	Command	Easy Command
Kiko Sho	↘ ↘ ↘ ↘ + Any Punch	↘ ↘ + Special
Rinkaisho	→ ↘ ↘ ↘ ↘ ↘ ↘ + Any Punch	→ ↘ ↘ ↘ + Special
Hazan Hisho Kyaku	↘ ↘ + Any Kick	→ ↘ + Special

Basic Strategy

Offensive Notes

Chun-Li's Punch x 3 Flash Combo ends with a 3 hit gun shot combo (5 hits total). After Chun-Li finishes firing, you're left with a slight window of advantage to work with. This allows her to link attacks after it, like Punch x 3 again, or crouching Punch ⇒ Rinkaisho. In addition to combos, the advantage is great for pressure patterns when the string is defended against. For instance, if this string is blocked, walk forward and throw your opponent, or simply use the Punch x 3 again when you recover. You can also attempt to go for either of Chun-Li's dash attacks, the Punch version is a low attack, while the Kick version hits high as an overhead.



Defensive Notes

✚ + Punch works as an anti-air attack, although it tends to trade hits often. Concentrate on using the Hisho Kyaku, or the Hazan Hisho Kyaku instead if that tends to be a problem. Both have invulnerability, making it easy for them to blow through jumping attacks without the risk of being hit. These attacks have enough invulnerability to be used as reversals as well!



Advanced Tactics

Cross-up Yoso Kyaku

Although difficult to utilize, Chun-Li's Yoso Kyaku (✚ + MK while jumping) can be used as a cross-up attack. Similar to any other cross-up in Street Fighter, the Yoso Kyaku can be performed at different points during a forward jump to hit an opponent from the front or back. Initiate it early during the jump, before you pass over your enemy's head to hit them in the front. Perform it slightly later than that, just as you pass over their head to hit them in the back. The timing to have the Yoso Kyaku hit your opponent in the back is very difficult to master, but well worth the effort. In either case, if you Yoso Kyaku hits, link Chun-Li's Punch x 3 Flash Combo afterwards.



Ice Ball Tricks

If you're having trouble moving into close-range, throw an Ice Ball from afar then cancel the item throw recovery into a Kiko Ken. After the projectile's release, run behind it to move into close-range. This tactic cannot be jumped over with a normal jump because of the Ice Ball flying towards your opponent, making it difficult to punish the Kiko Ken without super jumping towards you. After the Kiko Ken is blocked, come out of the run with a throw, either of Chun-Li's running attacks, or stop the dash and go for Punch x 3.



The upward Item Ball toss (✚ + Punch + Kick) is also useful to Chun-Li for a specific trick. Corner your opponent and knock them down with Chun-Li's ✚ + Kick. If you anticipate that your opponent is going to perform a forward Recovery Roll, back up a few steps and throw an Ice Ball upwards. When you recover from throw, perform either a crouching Kick or jump forward and initiate an immediate Yoso Kyaku as you leave the ground (timed so that either option meets your opponent as they stand up). The Yoso Kyaku option acts as a lightning-fast overhead attack, which is impossible to block on reaction. The crouching Kick is an option to hit low. If either options hit your opponent, the Ice Ball will combo soon after, freezing your enemy and leaving them vulnerable to a full fledge jump-in combo.



Combos

Command Sequence

Punch x 3, then link Punch x 3 again

Punch x 3, then link crouching Punch ⇨ Rinkaisho

Cross-up Yoso Kyaku, crouching Kick ⇨ Hyaku Retsu Kyaku

Jumping Kick, link straight into an Ice Item Ball, jumping Kick, Punch x 3, link into crouching Kick ⇨ Rinkaisho

DAN

Dan's Objective

What would Dan be without an overwhelming weakness? Aside from his completely abysmal special and normal attacks, Dan only earns Red Gems when he scores a successful attack. This makes it extremely difficult for him to level up his other Special Moves. Since you can't rely on collecting Gems, your objective when playing Dan should be to cover your weaknesses as best as possible by playing defensively. Look for mistakes and punish them. This is the best you can hope for.

Throws

Saikyo Seioi Nage	Punch + Kick
Saikyo Tomoe Nage	→ ↓ ↘ ← + Punch + Kick
Karaoke	← ↘ ↓ ↗ → + Punch + Kick (Hold buttons to charge)
Saikyo Jigoku Guruma	While jumping, Punch + Kick

Command Attacks

Name	Command
Wailing Upper	↘ + Punch
Ashibarai	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Gado Ken	↓ ↘ → + Punch
	Kouryu Ken	→ ↓ ↘ + Punch
	Danku Kyaku	↓ ↘ ← + Kick

Mighty Combos

Name	Command	Easy Command
Shinkuu Gado Ken	↓ ↘ → ↓ ↘ → + Punch	↓ ↘ → + Special
Koryu Rekka	↓ ↘ → ↓ ↘ + Kick	→ ↓ ↘ + Special
Oyaji Blast	→ ↓ ↘ ← → ↓ ↘ → + Punch	← ↘ ↓ ↗ → + Special
Jun Koku Satsu	Punch ⇄ Punch ⇄ → ⇄ Kick ⇄ Special (Level 3 only)	→ ↓ ↘ ← + Special
Chohatsu Densetsu	↓ ↘ → ↓ ↘ → + Select	—

Basic Strategy

Offensive Notes

Since he doesn't really have many devastating combos to work with, Dan has to rely on Flash Combos to attack. His only worthwhile string is his Punch ⇄ Kick ⇄ Punch combination. Add a 4th hit to the end of the string with either a Punch (throw) or a Kick (attack) to stage a basic guessing game. The throw variation encases your enemy in stone momentarily, allowing you to combo with the attack of your choice. Perform an immediate Koryu Ken to make good use of the opportunity.



Defensive Notes

Good luck stopping your opponent from jumping in at you. Dan's Koryu Ken doesn't have any invulnerability, so don't bother trying to use it against jumping attacks. You'll have to rely on his ↘ + Punch to stop jumps, which is fairly slow and tends to trade hits on occasion. Keep on your toes and make sure you perform the attack early to get the best out of it.



Advanced Tactics

Cross-up Kick

Dan's jumping Kick can be used as a cross-up, despite the fact that it is difficult to land consistently. It must be done extremely high up, near the top of your enemy's head, or it won't connect at all. Perform it early during the jump to hit your enemy from the front, or later during the jump to hit them from the back. In either case, link crouching Kick into Shinku Gado Ken as it hits to score some damage. When it doesn't hit, throw your opponent when you land, or go for crouching Kick ⇄ Shinku Gado Ken.



Combos

Command Sequence

- Crouching Kick ⇄ Koryu Ken or Koryu Rekka
- ← ↘ ↓ ↗ → + Punch or Kick, then perform a Koryu Ken
- Jump-in Kick, crouching Kick ⇄ Shinku Gado Ken

FELICIA

Felicia's Objective

Concentrate on building your Sand Splash to Level 2 or 3. Both versions are extremely useful to Felicia, giving her an edge at mid to long-range (Level 3), or when she has her opponent cornered (Level 2). Get close to your opponent and use her Panic Nail throw to quickly drain your opponent of their all-important Gems!

Throws

Panic Nail	Punch + Kick, press Punch or Kick rapidly
Spin Snap Kick	↔↘↙↘ + Punch + Kick
Gloomy Lick	↔↘↙↘ + Punch + Kick, press Punch or Kick rapidly
Flip Cat	While jumping, Punch + Kick
Gamo Screw	360 + Punch + Kick (Hold buttons down to charge)

Command Attacks

Name	Command
Sankaku Tobi	Jump against a wall, press →
Cat High	↘ + Punch
Cutey Ellipse	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Sand Splash	↘↘ + Kick
	Rolling Buckler	↘↘ + Punch, then Punch again (At level 3, press Punch rapidly after second hit)
	Delta Kick	↘↘ + Kick, press Kick rapidly

Non-Level Up Special Attacks

Name	Command
Rolling Scratch	↘↘ + Punch, press Punch rapidly
Hysteric Star	Press Punch rapidly

Mighty Combos

Name	Command	Easy Command
Dancing Flash	↘↘↘ + Punch	↘↘ + Special
Please Help Me	↘↘↘↘↘ + Punch	↘↘↘ + Special
Crazy For You	↘↘↘↘↘ + Kick	↘↘↘ + Special

Basic Strategy

Offensive Notes

Crouching Kick is your main combo opening. It's possible to link Felicia's ↘ + Kick afterwards for a simple 2 hit combo (Doesn't work against some crouching characters). Additionally, this attack can be canceled very late into its recovery, which enables you to verify if it hits or not before canceling into her Dancing Flash Mighty Combo.

Felicia's Level 2 Sand Splash is useful for attack patterns near corners. The frame advantage it wields allows you to perform link combos that aren't normally possible as well. For example, crouching Kick ⇨ Level 2 Sand Splash is a great combo opening.

If it hits, link ↘ + Kick afterwards to score a knockdown. If it doesn't hit, dash forward and throw your opponent, or perform ↘ + Kick to beat attempts to counter your throw.

The Level 3 version of the Sand Splash receives a massive damage and range boost, but loses its huge Blockstun advantage window. At middle to long-range, this attack completely dominates the ground, nullifying any and all projectiles in its path, while dealing massive damage. Abuse it heavily at this distance if you happen to power it up to this stage.



Defensive Notes



Felicia's Cat High (↘ + Punch) should be your anti-air of choice. It has a surprising amount of priority, considering that most normal attacks tend to trade hits if it is used as anti-air.

Advanced Tactics

Cross-up Antics

When you're in range to do it, go for a cross-up jumping Kick. Perform it early during the jump to hit your enemy from the front, or later during the jump to hit them from the back. In either case, link crouching Kick into whatever attack you desire (after it hits). When it doesn't hit, throw your opponent when you land, go for a combo, or perform another cross-up Kick.



Combos

Command Sequence
Crouching Kick linked into ↘ + Kick.
Cross up Kick, crouching Kick ⇨ Rolling Buckler or Dancing Flash
When opponent is cornered, crouching Kick ⇨ Level 2 Sand Splash, then link ↘ + Kick



DAN OF FELICIA

HSIEN-KO

Hsien-Ko's Objective

Despite being extremely effective at close quarters, Hsien-ko's main asset is her Air Dash, which allows a Hsien-Ko player to easily bait anti-air attempts for solid damage. Apply pressure with constant Air Dash attacks, anticipate an anti-air, and Air Dash away from it to net some damage.



Basic Strategy Offensive Notes

Hsien-Ko relies heavily on her Air Dash maneuver to attack. Apply pressure by constantly Air Dashing towards your opponent with jumping Kick. If you ever anticipate an anti-air attack, Air Dash towards your opponent, then immediately Air Dash backwards to evade their attack. After their move misses, Air Dash forward again and punish the attack with a jump-in combo. Hsien-Ko doesn't have any verifiable ground based combos, so learn to confirm hits off of any successful jumping attacks you land with the Air Dash.

Additionally, the Air Dash can be performed extremely close to the ground if done fast enough. This is very difficult to do but, with practice, the ability to Air Dash at such a low altitude makes it usable as a quick overhead attack that leads to a full jump-in combo.

Throws

Homi	Punch + Kick
Kohomi	→ ↘ ↙ ← + Punch + Kick
Hotengeki	← ↘ ↙ → + Punch + Kick (hold buttons to charge)
Zanpa	While jumping, Punch + Kick

Command Attacks

Name	Command
Air Dash	While jump, → → or ← ←
Teleport Dash	Hold Special Button, then tap → →
Shojuuga	→ + Punch
Setsurikyo	→ + Kick
Reiga	↘ + Punch
Sharanku	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Anki Ho	↘ ↙ → + Punch (hold Punch to change into instant dizzy hammer)
	Henkyo Ki	↘ ↙ ← + Punch (may be performed while he's jumping)
	Chirei To	← ↘ ↙ → + Kick

Mighty Combos

Name	Command	Easy Command
Tenrai Ha	Punch ⇄ Special ⇄ Kick ⇄ Kick ⇄ ↑	→ ↘ ↙ ← + Special
Rairai Kyu	↘ ↙ → ↘ ↙ → + Kick	↘ ↙ → + Special
Tenkaisan	↘ ↙ → ↘ ↙ + Punch	→ ↘ ↙ + Special



Defensive Notes

If you're cornered, look for a gap in your enemy's offense and super jump straight up, then Air Dash forward to glide over your enemy to safety. If you're feeling lucky, you can Air Dash back towards them to mount a surprise attack.

In regards to anti-air, \triangle + Punch and \rightarrow + Punch work well enough. Use \triangle + Punch against jump attacks directly on top of you, while \rightarrow + Punch should be used against jumps from the front.



Advanced Tactics

Teleport Dash Mayhem

Hsien-Ko's unique Teleport Dash (hold Special, then tap \rightarrow) opens the window to variety of tricks and tactics. After it's initiated, Hsien-Ko is invisible, invulnerable, and able to pass through her opponent. You can cancel the dash at any moment into an attack or throw, which allows for some pretty interesting guessing games at point-blank range.

For example, Air Dash towards your enemy and perform a jumping Kick. After the jumping Kick hits, immediately press and hold the Special button, then tap \rightarrow . About a second after you initiate the Teleport Dash, perform a crouching Punch. If done correctly, you should appear directly behind your opponent with a crouching Punch. Add a little flavor to this by initiating the crouching Punch earlier during the dash, which causes you to appear and attack just before you pass through them. Toss an occasional throw into the mix to make it impossible for your adversary to consistently predict your intentions.



Whenever you cancel the dash into crouching Punch, cancel it into the Tenkaisen. It is safe to counter attack if blocked, so always do it if there is any possibility crouching Punch is going hit.



Tenrai Ha Pressure

Although it is not the most damaging combo, crouching Punch \Leftrightarrow Tenrai Ha is a combo worth doing on occasion. It's completely safe to counter attack if blocked because of the many Iron Balls that pounce your enemy once its initiated. These falling projectiles even continue to fall after you've already recovered from the attack. This enables you to follow up after the blocked Mighty Combo with a secondary attack.

Near corners, the ability to attack while your enemy is unable to move is extremely useful. Initiate crouching Punch \Leftrightarrow Tenrai Ha when your enemy is cornered. If they block the combo, immediately jump towards your unsuspecting foe when you recover from the Mighty Combo. Come out of the jump with either a late jumping Kick, or simply perform nothing during the jump, land, and do a crouching Punch. If either option hits, a few of the falling projectiles will link soon after. Go straight into a Tenkaisen after the jumping Kick hits, or cancel crouching Punch into it for additional damage.



Combos

Command Sequence

Jump-in Kick, Crouching Punch \Leftrightarrow Tenrai Ha or Tenkaisen or Rairai Kyu

Perform Hsien-Ko's Hotengeki throw, then immediately press \triangle + Punch or Kick to perform a follow up attack

IBUKI

Ibuki's Objective

Your objective when playing Ibuki is to bait an anti-air attack or a reversal. The beautiful ninja's Level 3 Kunai and Kasumi Suzaku allow you to punish attempts to stop your jumps for big damage. Once they're afraid to fortify a basic defense, move in for the kill and utilize Ibuki's basic close-range options to wreck your enemy's lifegauge.

Throws

Ikusa Jigoku	Punch + Kick
Zetsu Ikusa Jigoku	→ ↘ ↙ ← + Punch + Kick
Oni Goma	← ↙ ↘ → + Punch + Kick (hold buttons to charge)
Tobisaru	While jumping, Punch + Kick

Command Attacks

Name	Command
Tenha	↘ + Punch
Kusanagi	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Kunai	↘ ↘ + Punch (may be performed while jumping)
	Kazekiri	→ ↘ + Kick
	Hien	← ↘ + Kick

Non-Level Up Special Attacks

Name	Command
Tsumuji	↘ ↘ + Kick, Kick, Kick (replace the second or third Kick with ↘ + Kick for low variation)

Mighty Combos

Name	Command	Easy Command
Kasumi Suzaku	↘ ↘ + Punch (may be performed while jumping)	↘ ↘ + Special
Hayate	↘ ↘ ↘ + Punch	→ ↘ + Special
Jiraiya	→ ↘ ↘ ↘ ↘ ↘ + Kick	→ ↘ ↘ ↘ + Special

Basic Strategy

Offensive Notes

Ibuki's crouching Kick attack is a cancelable slide attack. When canceled into her option heavy Tsumuji, crouching Kick becomes a formidable attack opening. For example, perform either a throw or crouching Kick ⇒ Tsumuji when near your opponent. Regardless of whether or not the Tsumuji hits, follow up after the kick with a walk up throw, crouching Kick ⇒ Tsumuji again, or the Tsumuji ↘ + Kick extension. If the Tsumuji's sweep extension hits, juggle your enemy with an immediate dashing Punch attack.



Defensive Notes

Ibuki's ↘ + Punch attack can be used as an anti-air maneuver. Its slow starting period makes it difficult to time correctly though, so use her Kazekiri instead if you're having difficulties against high priority jumping attacks.

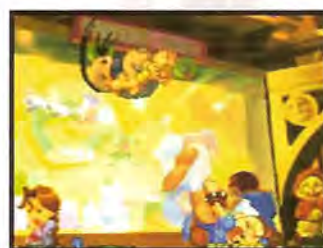
Advanced Tactics

Kunai and Kasumi Suzaku

Because it's a projectile with a steep downward trajectory, the Level 3 version of the Kunai is extremely useful for beating your enemy's attempts to anti-air your jumping attacks. Any effort to do so results in the Kunai hitting, and if it happens to hit your enemy while they're grounded, it's possible to link after the attack when you land. If your opponent simply blocks the Kunai you're still sitting on a huge window of advantage to utilize for a follow up attack. Once your adversary is afraid to take basic defensive actions against your jumps you'll have free reign to leap at them whenever you wish.

The Kasumi Suzaku can be used in the same way as the Kunai, but at the cost of a single level of Super Meter. Since the Kasumi Suzaku nets the most Gems when it connects, this is important to keep in mind when you haven't built up a level 3 Kunai to use.

One other thing to mention is that the trajectory of the Kunai can be changed depending on which direction you jump. Specifically, jumping backwards and throwing a Kunai throws it much farther forward than normal. This is useful in general for attacking at long-range without making any forward movements.



Combos

Command Sequence

↘ + Kick, juggle with an immediate dashing Punch attack
Crouching Kick ⇒ Tsumuji
Level 3 Kunai or Kasumi Suzaku, link crouching Kick ⇒ Kazekiri
Level 3 Kunai or Kasumi Suzaku, link Fire Item Ball, juggle with a ↘ + Kick as your opponent is about to hit the ground, then juggle with a Punch dash attack when you recover

Ken's Objective

Similar to Ryu, Ken's game plan is to get his enemy to jump at him. Attack your enemy using Hado Kens then anticipate when your opponent will try to jump over them. If you believe a jump is coming, punish it with a Shoryu Ken or Shinryu Ken. Concentrate on using this tactic to push your enemy towards a corner. With their back to a wall, your adversary's options for escape become limited.




Throws

Seiou Nage	Punch + Kick
Fumi Tomoe Nage	↘ ↙ ↘ ↙ + Punch + Kick
Hatrick Shoot	↘ ↙ ↘ ↙ + Punch + Kick
Jigoku Guruma	While jumping, Punch + Kick

Command Attacks

Name	Command
Inazuma Kakato Wari	→ + Kick
Upper	↘ + Punch
Ashibarai	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Hado Ken	↘ ↙ + Punch
	Shoryu Ken	→ ↘ + Punch
	Tatsumaki Senpu Kyaku	↘ ↙ + Kick (may be performed while jumping)

Mighty Combos

Name	Command	Easy Command
Shoryu Reppa	↘ ↙ → ↘ ↙ + Punch	→ ↘ + Special
Shinryu Ken	↘ ↙ ↘ + Kick, press any button rapidly	← ↘ + Special
Shippu Jinrai Kyaku	→ ↘ ↙ ↘ → ↘ ↙ ↘ + Kick	← ↘ ↙ → + Special

Basic Strategy

Offensive Notes

↘ + Punch is a decent attack opening, though it's often hard to get into range to use it. If it hits it's possible to link Ken's ↘ + Kick afterwards for a 2 hit combo. If it doesn't hit, go for a walk up throw, ↘ + Kick, or simply perform a Guard Break attack where you're standing (preferably ↘ + Special).



Defensive Notes

↘ + Punch is the anti-air of choice if you anticipate a jump. The Shoryu Ken and Shinryu Ken are also usable as anti-air, both which work well when combined with Hado Ken pressure. These attacks are both useful as reversals in wake up situations, although the Level 2-3 versions of the Shoryu Ken tend to miss hits when performed against grounded opponents. In cases where they do miss, your enemy isn't knocked down, leaving you vulnerable to a counter attack.



Advanced Tactics

Hado Ken Trap

Corner your enemy and stand three character lengths away from them. Throw back-to-back Hado Kens, performing each just as the last dissipates. If your enemy tries to jump over one of the projectiles you should recover just in time to punish the jump with a Shoryu Ken or Shinryu Ken.

The only way to escape this trap is to use a specific Special Attack or Mighty Combo to pass through or over the projectile (like the Tatsumaki Senpu Kyaku), or you jump vertically over the projectile to reset the trap. This works simply because Ken can only have one projectile on screen at once. If your enemy jumps vertically over it, the Hado Ken doesn't leave the screen as early as it does if your opponent blocks it, disabling your ability to throw a Hado Ken until the last leaves the screen. If they do jump vertically over it, be cautious about throwing another Hado Ken; they may use the opportunity to jump towards you if they anticipate it.



Combos

Command Sequence

↘ + Punch, then link ↘ + Kick
Crouching Kick ⇔ Hado Ken or Shoryu Reppa or Shippu Jinrai Kyaku
Jump-in Kick, ↘ + Punch ⇔ Shoryu Reppa

MORRIGAN

Morrigan's Objective

Rush them down! Throw Morrigan's Soul Fist then immediately use her Flying Dash to safely travel towards your enemy. Get close and attack with her myriad of offensive options to deal damage and pressure your enemy into making mistakes!




Throws

Moon Tracer	Punch + Kick
Japanese Summer Memory	↖ ↗ ↘ ↙ + Punch + Kick (hold buttons to charge)
Vector Drain	↖ ↗ ↘ ↙ + Punch + Kick
Sexual Embrace	While jumping, Punch + Kick

Command Attacks

Name	Command
Shell Kick	While jumping, ↕ + Kick
Splash Libido	→ + Punch
Bamboo Climb	↖ + Punch
Twilight Loop	↖ + Kick
Flying Dash	Hold Special button, tap → →

Level Up Special Attacks

Gem Type	Name	Command
	Soul Fist	↖ ↗ → + Punch
	Shadow Blade	→ ↖ ↗ + Punch
	Parasite Roll	↖ ↗ ↘ + Kick

Mighty Combos

Name	Command	Easy Command
Death Blade	↖ ↗ → ↖ + Punch	→ ↖ ↗ + Special
Parasite Tempest	↖ ↗ ↘ ↖ + Kick	↖ ↗ ↘ + Special
Darkness Illusion	Punch ⇄ Punch ⇄ → ⇄ Kick	↖ ↗ ↘ ↖ + Special

Basic Strategy

Offensive Notes

Morrigan's best attack opening is a cancelable crouching Punch that hits twice, making it useful as an attack opening. It's possible to confirm whether it's hitting or not before canceling into a Level 1 Shadow Blade or a Level 2~3 Parasite Roll. This opening leaves Morrigan at a slight disadvantage though; so don't expect to be following up with a secondary attack afterwards.

Standing Kick, however, doesn't have this problem. It recovers well before your opponent leaves Block or Hitstun, enabling you to walk forward and link after it (refer to the combo section) or stage basic follow up attacks when it's blocked. In cases where your enemy defends against it, pursue your opponent with a quick dash up throw, a Flying Dash into a jumping Kick, or walk forward and perform her Twilight Loop.

Standing Kick is also a decent poke in general. It's terribly fast recovery makes it incredibly difficult to punish. If it happens to hit on a Counter Hit, this attacks sends your opponent flying across the screen, usually cornering them without having to put forth much effort.



Defensive Notes

The Bamboo Climb (↖ + Punch) and the Shadow Blade (→ ↖ ↗ + Punch) are your most used anti-air options. The Bamboo Climb tends to be a little slow when starting up, but it's easier to perform over the Shadow Blade. The Death Blade Mighty Combo can also be used as anti-air for the cost of 1 meter.



Advanced Tactics

Moving in with The Soul Fist

As mentioned, the Soul Fist is helpful for covering attempts to get close to your adversary from long-range. Throwing a Soul Fist and dashing (or flying forward) after you recover from the projectile shields you from anti-air attempts and other such methods of stopping your pursuit for blood. In addition to this, it's possible to stage tricky guessing games behind the projectile by utilizing Morrigan Flying Dash in a specific manner. For example, throw a Soul Fist then Fly towards your enemy. When you're about to reach your opponent, let the directional pad return to neutral then come out of the jump with a late jumping Punch, or simply land and perform a crouching Punch. In either case, link into your favorite combo to take advantage of this difficult to block strategy.

Keep in mind that your enemy can super jump over this tactic from mid-range. If you anticipate the attempt, throw Morrigan's Bomb Item Ball forward then cancel the throw recovery into a Soul Fist. The flight path of the bomb travels in an arc, making it difficult to jump over. Your enemy has little choice in this situation but to block and wait for your incoming onslaught.



Combos

Command Sequence

Crouching Punch (2 hits) ⇄ Level 1 Shadow Blade or Level 2~3 Parasite Roll
Standing Kick, walk forward then link another standing Kick
Standing Kick, walk forward then link Punch x 3
Jump-in Kick, crouching Punch (1 hit) ⇄ Parasite Tempest, then press ↕ + Punch or Kick to perform a follow up attack

RYU

Ryu's Objective

Your game plan when playing Ryu is to get your enemy to jump at you. Apply pressure using Hado Kens then anticipate when your opponent will try to jump over them. If you believe they're going to jump, punish the jump with a Shoryu Ken. Steadily push your enemy towards a corner using this tactic to limit their options of escape!

Throws

Seioi Nage	Punch + Kick
Fumi Tomoe Nage	↘ ↙ ↘ ↙ + Punch + Kick
Machine Gun	↔ ↘ ↙ ↘ ↙ + Punch + Kick (hold buttons to charge)
Fumi Seioi Nage	While jumping, Punch + Kick
Tomoe Nage	↔ ↘ ↙ + Punch + Kick

Command Attacks

Name	Command
Sakotsu Wari	→ + Punch
(quick punch)	← + Punch
Nerichagi	→ + Kick
Upper	↖ + Punch
Ashibarai	↖ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Hado Ken	↘ ↙ → + Punch
	Shoryu Ken	→ ↘ ↙ + Punch
	Tatsumaki Senpu Kyaku	↘ ↙ ↘ ↙ + Kick (may be performed while jumping)

Mighty Combos

Name	Command	Easy Command
Shinku Hado Ken	↘ ↙ → ↘ ↙ → + Punch	↘ ↙ → + Special
Bofu Tatsumaki Senpu Kyaku	↘ ↙ ↘ ↙ ↘ ↙ + Kick	↘ ↙ ↘ + Special
Reppu Jinrai Sho	Punch ⇨ Punch ⇨ → ⇨ Kick ⇨ Special	→ ↘ ↙ + Special

Basic Strategy

Offensive Notes

Ryu's Flash Combos don't really lead to a substantial amount of guaranteed damage. However, they can be used to setup basic mind games. For example, the 3rd hit of Ryu's Punch ⇨ Punch ⇨ Kick string has advantage after it. A good way to use this string is to perform Punch ⇨ Punch, then do a late throw if you believe your enemy will block, or Punch ⇨ Punch, then delay the Kick follow up to beat your opponent's attempts to counter the throw. If the Kick extension hits, link crouching Kick ⇨ Hado Ken afterwards to land extra damage. If the final Kick is blocked, use the advantage to go for a throw, or start the same Flash Combo again.



Defensive Notes

↖ + Punch is the anti-air of choice if you anticipate a jump. The Shoryu Ken also works well as anti-air, which is great when combined with Hado Ken offense tactics. Additionally, Ryu's Bofu Tatsumaki Senpu Kyaku has an amazing amount of invulnerability on start up. Use it as a reversal when you're getting up from a knockdown to blast through your enemy's wake up attacks. It's completely safe to counter attack when blocked, so have no fear when using it.



Advanced Tactics

Hado Ken Trap

Corner your enemy and stand three character lengths away from them. Throw back-to-back Hado Kens, performing each just as the last dissipates. Continue to throw them repeatedly until your enemy attempts to jump. When they jump, you should recover just in time to punish the jump with a Shoryu Ken.

The only way to escape this trap is to use a specific special attack or Mighty Combo to pass through or over the projectile (like the Tatsumaki Senpu Kyaku), or you jump vertically over the projectile to reset the trap. This works because Ryu can only have one projectile on screen at once. If your enemy jumps vertically over it, the Hado Ken doesn't leave the screen as early as it does if your opponent blocks it, disabling your ability to throw a Hado Ken until the last leaves the screen. If they do jump vertically over it, be cautious about throwing another Hado Ken; they may use the opportunity to jump towards you if they anticipate it.



Combos

Command Sequence

Crouching Kick ⇨ Hado Ken

Punch ⇨ Punch (next hit doesn't link) ⇨ Kick, then link crouching LK ⇨ Hado Ken or Shinku Hado Ken

Jump-in HK, ↖ + Punch ⇨ Reppu Jinrai Sho

SAKURA

Sakura's Objective

Your objective is to land Sakura's Shuka Shuto as many times as possible. This scores a massive amount of Gems when it hits, which quickly increases the level of your Special Attacks while netting a ton of Super Meter. Anticipate ground attacks and jump over them to get close, and then find opportunities to quickly gain an advantage with Shunka Shuto.



Basic Strategy Offensive Notes

Standing Kick is a worthy attack opening. If it hits, link crouching Punch ⇒ Shunka Shuto for a damaging combo. If it doesn't hit, walk forward and throw your opponent or go for Sakura's Punch x 3 Flash Combo.

If you have trouble performing the above combo, try standing Kick linked directly into a Level 3 Sho'o San. This is much easier to perform over the above combo and it even inflicts more damage. Its only drawbacks are that it doesn't steal as many Gems as the other combo, nor does it knock your opponent down (your opponent can perform Aerial Recovery after being knocked into the air). This combo unfortunately also requires that you have a Level 3 Sho'o San at your disposal, which means you're going to have to land the Shunka Shuto combo a few times to be able to use it anyways.

Throws

Guriguri Sakura-Jime	Punch + Kick
Captain Shot	→ ↘ ↙ ← + Punch + Kick
Bunny Hip Press	← ↘ ↙ → + Punch + Kick
Shiwase Otoshi	While jumping, Punch + Kick

Command Attacks

Name	Command
Flower Kick	→ + Kick
Pendulum Upper	↘ + Punch
Kaiten Ashibarai	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
	Hadou Ken	↘ ↘ → + Punch
	Sho'o San	→ ↘ ↙ + Punch
	Shunka Shuto	← ↘ ↙ → + Kick, press Kick rapidly

Mighty Combos

Name	Command	Easy Command
Shinku Hado Ken	↘ ↘ → ↘ ↘ → + Punch	↘ ↘ → + Special
Midare Harusame	↘ ↘ → ↘ + Kick	→ ↘ ↙ + Special
Haru Ranman	→ ↘ ↙ ← ↘ ↙ → + Punch	→ ↘ ↙ ← + Special



Defensive Notes

↖ + Punch is your main jump deterrent. It tends to trade on occasion, but it's the only options Sakura has against jumping attacks.



Banana Ball Tricks

Find an opening and make your opponent block a deep jumping Kick. When you land, immediately throw a Banana Item Ball with the command ↖ + Kick + Special. When you recover, perform either a ↖ + Kick or Sakura's Flower Kick overhead. If either option hits, your enemy will be pushed directly into the banana peel, knocking them into the air. After you recover from either attack, immediately perform Sakura's Shinku Hado Ken to juggle your enemy for extra damage.

Keep in mind that there's a small gap just big enough for your enemy to hit you while you're throwing the banana. Only use this tactic when your enemy is playing extremely defensively, and aren't willing to perform counter attacks.



Advanced Tactics

Cross-up Kick

Although the timing is strict, Sakura can use her jumping Punch as a cross-up. Perform it early during the jump to hit your enemy from the front, or little later to hit them from the back. In either case, link crouching Punch into a Shunka Shuto afterwards if it hits. When it doesn't hit, throw your opponent when you land, go for a combo, or perform Sakura's Flower Kick overhead (→ + Kick).



Combos

Command Sequence

Standing Kick, linked into crouching Punch ⇔ Shunka Shuto or Midare Harusame
Cross-up Kick, crouching Punch ⇔ Sho'o San or Midare Harusame
Jump-in Kick, ↖ + Punch ⇔ Sho'o San
Haru Ranman, immediately jump forward and air throw your opponent with the Happiness Drop

TESSA

Tessa's Objective

Similar to Chun-Li, Tessa thrives when she's directly next to her opponent. Her Punch ⇒ Kick ⇒ Kick Flash combo is extremely flexible, allowing her to follow up afterwards with secondary attacks and damaging combos. She also has access to the Super Wild Cat, which is a command throw that allows for damaging air combos after it. With those two options alone, a good Tessa player can deal a massive amount of damage off of any attack where they guess correctly. Use her mighty Muse Whip to jump over and punish anticipated attacks and to establish the all-important positional advantage that is close-range.



Basic Strategy Offensive Notes

Tessa's Punch ⇒ Kick ⇒ Kick Flash Combo is her best attack opening. This string boasts a slight window of advantage after it, allowing you to link after it with a crouching Punch canceled into a Dragon Blow or her Astron Cannon. This advantage also allows you to stage secondary attacks if this opening combo is initially blocked. For example, if Punch ⇒ Kick ⇒ Kick is blocked, follow up after you recover with a throw, Punch ⇒ Kick ⇒ Kick, or Tessa's Muse Whip (while super jumping, ↓ + Kick).

In regards to throws, use the Super Wild Cat above all others. Although difficult to perform, it's possible to juggle your opponent afterwards with Tessa's Astron Cannon. The timing is strict—perform it too early and it misses several hits, and if you do it too late your opponent can perform an Aerial Recovery to flip away. Practice the timing and learn to perform this combo without hesitation.

Throws

Wild Cat	Punch + Kick
Wonder Fire	↘ ↘ ↘ ↘ + Punch + Kick (hold buttons down to charge)
Super Wild Cat	↙ ↙ ↙ ↙ + Punch + Kick
Cat Windmill	While jumping, + Punch + Kick

Command Attacks

Name	Command
Naughty Savant	⇒ + Kick
Cat Kick	While jumping, ⇒ + Kick
Witch Hat	↘ + Punch
Feline Scratch	↘ + Kick
Muse Whip	While super jumping, ↘ or ↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
Red	Dragon Blow	↓ ↘ ⇒ + Punch
Yellow	Reverie Sword	⇒ ↓ ↘ + Punch
Blue	Dragon's Roar	↓ ↘ ⇒ + Kick

Mighty Combos

Name	Command	Easy Command
Astron Cannon	↓ ↘ ⇒ ↓ ↘ + Punch	↓ ↘ ⇒ + Special
Untouchable Force	⇒ ↘ ↓ ↘ ⇒ ↓ ↘ ⇒ + Punch + Kick	⇒ ↘ ↓ ↘ ⇒ + Special
Dragon Apocalypse	↓ ↘ ⇒ ↓ ↘ + Kick, press Kick rapidly	⇒ ↓ ↘ + Special



Defensive Notes

The Reverie Sword is your main defensive option. Use it as an anti-air maneuver or as a reversal in wake up situations. ↵ + Punch also works as anti-air, however, it's slow wind up time makes it difficult to time properly.



Advanced Tactics

The Dragon's Roar

If your adversary's ground game is weak, use Tessa's Dragon's Roar to move in for the kill. This attack is completely safe to counter attack when it's blocked, making it ideal for closing in on your unsuspecting foe. Additionally, it's even possible to perform air combos after Level 2 version of this attack if it happens to hit. An immediate standing Kick when you recover is the most you can do, however.

Once blocked, perform an immediate Muse Whip (while super jumping ↵ + Kick) to fly over and punish any of your opponent's attempts to attack you after you recover. Toss in the occasional dash up throw to catch your enemy sitting if they're afraid of your other attack options.



Ice Ball Trick

The upwards Item Ball toss (← + Kick + Special) is useful for setting up a damaging high/low guessing game. Stand near your opponent and throw an upward Ice Ball. Don't worry about a counter attack—any attempt to hit you risks being hit by the Ice Ball. When you recover from the item throw, perform either a crouching Punch or walk up and throw your opponent. If either option hits your opponent, the Ice Ball will combo soon after, freezing your enemy and leaving them vulnerable to a full fledge jump-in combo. In the case of the throw, your opponent will be thrust into a juggle state that can't be escaped with the Aerial Recovery. Perform an air combo consisting of a Single Reverie or an Astron Cannon for big damage. In the case of the crouching Punch, your opponent will be frozen in place, so follow up afterwards with the jump-in combo of your choice.



Combos

Command Sequence

Punch ⇌ Kick ⇌ Kick, link crouching Punch ⇌ Dragon Blow or Astron Cannon

Perform the Super Wild Cat throw mid-screen, then immediately juggle with the Astron Cannon

Level 2 Dragon's Roar, then juggle with a standing Kick or an Astron Cannon

ZANGIEF

Zangief's Objective

The wrestling "Red Typhoon" is the king of close-range combat. With a myriad of damaging throw techniques and just as many ways to set them up, your objective is to establish close range. Use Zangief's high priority jumping attacks (Flying Body Attack, Double Knee Drop, jumping Kick) to jump over anticipated attacks and move into your desired position.

Throws

Grappler Tooth	Punch + Kick
Pile Driver	↖ or ↗ or ↘ + Punch + Kick
Hammer Throw	← or → + Punch + Kick
Aerial Toss	→ ↘ ↗ ↖ + Punch + Kick (hold buttons down to charge)
Back Drop	← ↖ ↗ ↘ + Punch + Kick
Aerial Power Slam	While jumping, Punch + Kick

Command Attacks

Name	Command
Flying Body Attack	While jumping, ↕ + Punch
Double Knee Drop	While jumping, ↕ + Kick
Russian Upper	↘ + Punch
Cossack Step	↘ + Kick

Level Up Special Attacks

Gem Type	Name	Command
🔴	Spinning Pile Driver	Rotate 360 + Punch + Kick
🟡	Double Lariat	Punch + Special, hold ← or → to move
🟢	Banishing Flat	→ ↘ ↗ + Punch

Level Up Special Attacks

Name	Command
Iron Press	While jumping, ↕ + Punch

Mighty Combos

Name	Command	Easy Command
Russian Beat	↘ ↗ ↖ + Kick	→ ↘ ↗ + Special
Heavy Bite	↖ ↗ ↘ ↙ + Punch + Kick	← ↖ ↗ ↘ + Special
Final Atomic Buster	Rotate 720 + Punch + Kick	360 + Special

Basic Strategy

Offensive Notes

Zangief's Flying Body Attack is your most often used attack opening. It's possible to perform this attack at different points during your jump to cause it to hit your enemy from the front or back. Initiate it early, before you pass over your adversary's head to cause it to hit from the front. Perform it later then that, after you pass over your opponent's head, to have it hit from behind. If it hits it's possible to link a crouching LK ⇒ Russian Beat afterwards. If it doesn't hit, you have several options at your disposal. Common options include a late Spinning Pile Driver when you land, Zangief's dashing Kick attack (overhead), Cossack Step (↘ + Kick), or one his many Flash Combos.

Speaking of Flash Combos, Zangief has one string that's worth using, which is his Punch ⇒ Kick ⇒ Kick string. Use it to set up a Spinning Pile Driver at the end of it, and then mix up between that and the Kick ending of the string (Punch ⇒ Kick ⇒ Kick ⇒ Kick) to counter attempts to jump away from the throw variation.



Defensive Notes

Zangief's Russian Upper is the only consistent anti-air option he has. It's slow, so it must be performed early for it to work against most jump attacks. Against attack patterns that are difficult to breach, you may have to rely on Guard Cancels to get your opponent off of you.

When it comes to wake up situations, Zangief's Final Atomic Buster should be the answer against any ground attack. It's fast enough to beat practically any attack option your opponent can throw at you.

Advanced Tactics

Handling Projectiles Efficiently

Enemies that wield speedy projectiles are a tough number for Zangief to deal with. The few options he does have, outside of jumping, aren't the most effective. Even still, it's important to know what options are available to you when the time comes to deal with them. The first two options are the Banishing Flat and the Double Lariat. The Banishing Flat absorbs projectiles, nullifying them completely. The Double Lariat passes through most projectiles; however, it's terrible recovery speed makes it fairly risky to do any closer then long-range. The third option is by and far the most effective, which is Zangief's Heavy Bite Mighty Combo. It flies over projectiles from any distance, punishing them for a reasonable amount of damage. It's extremely fast, making it very easy to react to a projectiles release. The only problem is the Super Meter requirement, which may end up being a burden if Zangief is constantly on the defensive (which makes it difficult to collect Gems and build meter).

Combos

Command Sequence

Hammer Throw, then immediately jump forward and perform an Aerial Power Slam

Hammer Throw, then juggle with an immediate Stone Item Ball, when you recover, dash forward and perform Zangief's Punch running attack

Cross-up Flying Body Press, Punch ⇒ Kick ⇒ Kick

Cross-up Flying Body Attack, Crouching Kick ⇒ Russian Beat



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STREET FIGHTER ALPHA ANTHOLOGY

Official Strategy Guide

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